



Shining Force™ EXA

COVERS PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB **E**
EVERYONE 10+

SEGA®



Shining Force™ EXA

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A GUIDE TO WHO'S WHO...



Toma the Barbarian

Toma is in the midst of a quest to find Shining Force, a legendary sword that he hopes will give him the power to stop an impending war between the empires of Noswald and Fyrlandt. However, he doesn't truly understand what it means to be the Heritor of Shining Force.



Cyrille the Librarian

Cyrille claims to be helping Toma in his quest to find Shining Force, but is secretly undermining him at every turn. Cyrille may have some sort of hidden agenda, but she too is clearly committed to the goal of preventing war between Noswald and Fyrlandt.



Emperor Ragnadaam III Lord of Noswald

Hotheaded but pure-hearted, Emperor Ragnadaam seeks to protect his people with the power of Shining Force. If that security can only come from the destruction of Fyrlandt, so be it.



Catheana Ragnadaam's Sister

Soft-spoken Catheana is a loyal attendant who rarely leaves her brother's side.



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Lady Riemsianne La Vaes Lady of Fyrlandt

Riemsianne seeks the power of Shining Force to protect her volcanic homeland land from Noswald, and will use any tool at her disposal to get it. Her demonic ancestry gives her access to a variety of mystical powers.



Lurnaezel Riemsianne's Confidante

Lurnaezel would stop at nothing to serve and protect her beloved mistress.



Gilnay

The Foxlings

Bornay

Where there's conflict, there's opportunity. The merchant Bornay is as passionate about accumulating wealth as he is in teaching the arts of commerce to his kits, Hikanay and Gilnay. They're incredibly quick learners.

Hikanay



Zenus

Zenus serves at the Heritor's pleasure, offering the powerful resources of the Geo-Fortress to whoever draws Shining Force.

Zhirra



Cyrille met this mysterious creature on a previous adventure. They seem to share a common goal, but there is a strange tension between them.

Party Members



Maebelle

Class: Archer

Race: Elf

Immune to: Critical Hits

Maebelle mixes powerful ranged attacks with a limited ability to heal wounded characters. She tends to stay off the front lines, so she's typically a better partner to Toma than Cyrille. Her keen elfen eyesight allows her to spot and attack invisible foes.

STATS: *** HIT POINTS ** MAGIC ** DEFENSE

	Name	Def. Bonus	Location	Description	RESISTANCES	
EQUIPMENT	Tender Archer	-	Starting equipment	Stays closer to hero in order to better use healing spells.	Flame	**
	Magical Archer	-	Lakton Highlands (by bridge)	Focuses on powerful charge arrow attacks.	Lightning	**
	Eagle Archer	+30%	Northeast of Ice Fortress (ground level)	Backs away from tough fights, but heals friends when necessary.	Frost	**
	Archer's Stand	+40%	Cantore Ice Cave (guarded by Freeze Dragon)	Stays in thick of battle, using powerful arrow attacks.	Light	**
	Elite Archer	+20%	Ancient Ruins (library bookcase)	Can heal or use any attack, whatever the situation calls for.	Darkness	**
	Enraged Archer	+20%	Xeyon, Center 1F	Can use powerful Gaia Nova attacks, but sometimes neglects to heal her allies.		

GIVES GIFTS TO: **Cyrille** STEEL CROSSBOW (LV 10) GUARD CROSSBOW (LV 30) AIR CROSSBOW (LV 50) AURORA BOW (LV 90)



Gadfort

Class: Knight

Race: Centaur

Immune to: No Immunities

Early in the game, Gadfort can serve as an aggressive attacker to draw attention away from Cyrille. Later on, his impressive resistances to Flame and Frost magic make him a valuable ally when traveling through extreme climates.

STATS: *** HIT POINTS ** MAGIC ***** DEFENSE

	Name	Def. Bonus	Location	Description	RESISTANCES	
EQUIPMENT	Thunder Knight	-	Starting equipment	Falls back and uses long-range Spark spells and charge attacks.	Flame	*****
	Charge Knight	-	Goran-Goran Cave 1F (accessible via 2F)	Focuses on attacking close range foes with charge attacks.	Lightning	**
	Wall Knight	+30%	West Paara Plains (center island)	Gains immunity to Knockback and Float effects. Primarily uses jump attacks.	Frost	*****
	Shield Knight	+40%	DX Metal Tunnel, Level B5F	Gains immunity to Knockback and Float effects. Primarily uses Spark spells.	Light	**
	Thor Knight	-	Great Bridge, Front Gate	Can use any spell or attack, whatever the situation calls for.	Darkness	**
	Golden Knight	+20%	Xeyon, Center 1F	Attacks foes aggressively, primarily using jump attacks.		

GIVES GIFTS TO: **TOMA** CURVED BLADE (LV 5) FANG TIENCHI (LV 25) DRAGON SLAYER (LV 45) ORDEAL (LV 85)



Amitaliri

Class: Mage

Race: Magnus

Immune to: Lightning

Amitaliri is frail, but has a lot to contribute on offense. Her Frost resistance and Flame-type spells make her ideal for all of your icy Noswald forays, but she can provide capable back-up to Toma in any game area.

STATS: ** HIT POINTS ***** MAGIC ** DEFENSE

	Name	Def. Bonus	Location	Description	RESISTANCES	
EQUIPMENT	Witch Casting	-	North Ilmad Forest (entrance)	Casts simple spells from a distance instead of attacking with broom.	Flame	**
	Witch and Pet	-	Cantore Snowfield (by arena)	Uses Lightning Breath to attack foes at close range.	Lightning	**
	Witch Combat	+30%	Gadium Mine (on southwest hill)	Uses Blazing Feather at long range and Lightning Breath at close range.	Frost	*****
	Witch Training	+40%	West Balcan Desert (in southwest)	Same as Witch and Pet, but also casts Blazing Feather.	Light	**
	Witch Strategy	-	Mt. Fyrlant, Base (in southwest)	Casts a wide variety of long-range spells based on the situation.	Darkness	*****
	Witch Teaching	+20%	Xeyon, Central 1F	Attacks aggressively with Lightning Breath at close range.		

GIVES GIFTS TO: **CYRILLE** MP BOOST LV1 (LV 10) MP BOOST LV2 (LV 20) MP BOOST LV3 (LV 35) MP BOOST LV4 (LV 55) MP BOOST LV5 (LV 95) MP BOOST LV6 (LV 120)



Faulklin

Class: Priest

Race: Quintol

Immune to: Critical Hits

Faulklin is your weakest ally, so your hero will need to put some effort into protecting him. That investment will pay off with frequent and powerful healing spells, as well as Light-type spells that are extremely powerful against Demons and the Undead.

STATS: * HIT POINTS ***** MAGIC * DEFENSE

	Name	Def. Bonus	Location	Description	RESISTANCES	
EQUIPMENT	Saint's Words	-	South Ilmad Forest (south tip of map)	Can use Holy spells, but cannot heal effectively.	Flame	*****
	Watchful Saint	-	Old Noswald Castle, Yard (west courtyard)	Attacks with Shine spells, but focuses mostly on healing.	Lightning	*****
	Enduring Saint	+30%	Paoraburr Cavern (near Altar of Darkness)	Gains defensive boost and focuses primarily on healing.	Frost	*****
	Saint of Light	+30%	DX Metal Tunnel (level B10F)	Focuses on battling with Holy spells, but will also heal when needed.	Light	*****
	Radiant Saint	-	Crimson Palace, Roof (in bookcase)	Will use whatever spell the situation calls for, but prefers Holy.	Darkness	**
	Noble Saint	-	Xeyon, Center 1F	Will use whatever spell the situation calls for, but prefers Avalon Nova.		

GIVES GIFTS TO: **CYRILLE** LIGHT MAGIC LV1 (LV 10) LIGHT MAGIC LV2 (LV 20) LIGHT MAGIC LV3 (LV 35) LIGHT MAGIC LV4 (LV 55) LIGHT MAGIC LV5 (LV 95) LIGHT MAGIC LV6 (LV 120)

**Duga****Class:** Werewolf**Race:** Wolfing**Immune to:** Frost

Duga isn't particularly tough on defense, but his natural healing abilities recover lost HP quickly. His immunity to frost makes him very useful on icy terrain, provided you switch him to equipment that focuses on physical attacks over ice breath.

STATS: ★★★ HIT POINTS ★★★★★ MAGIC ★★★ DEFENSE

EQUIPMENT	Name	Def. Bonus	Location	Description	RESISTANCES	
	Wolf Rampage	-	Gadium Mine, Inner (center island)	Attacks from a distance with ice breath instead of using physical attacks.	Flame	★★
	Wolf Leap	-	West Balcan Desert (northwest)	Battles at close range with jump attacks.	Lightning	★★
	Wolf Reaction	+30%	Ancient Ruins (library bookcase)	Gains immunity to Knockback effects and primarily uses ice breath.	Frost	★★★★★
	Whirlwind Wolf	+40%	Crimson Palace 2F (southwest room)	Gains immunity to Knockback effects, and focuses on melee combos.	Light	★★
	Savage Wolf	-	Paora Plains, East Coast (at top of hill)	Can use any attack, whatever the situation calls for.	Darkness	★★
	Berserker Wolf	+20%	Xeyon, Center 1F	Battles aggressively with melee combos instead of breath attack.		

GIVES GIFTS TO: **TOMA** CRITICAL ATK LV1 (LV 30) CRITICAL ATK LV2 (LV 50) CRITICAL ATK LV3 (LV 75) CRITICAL ATK LV4 (LV 90) CRITICAL ATK LV5 (LV 110)

**Adam****Class:** Robo-Soldier**Race:** Guardian**Immune to:** Float, HP Drain, MP Drain

Adam is a strong ally, but it's only at the very end of the game that you'll gain the equipment necessary to put him to good use. You'll appreciate his solid defenses and powerful melee attacks, but avoid using him in areas where enemies use Spark or other Lightning-type attacks.

STATS: ★★★ HIT POINTS ★★ MAGIC ★★★★★ DEFENSE

EQUIPMENT	Name	Def. Bonus	Location	Description	RESISTANCES	
	Melee Prog D	-	Magma Prison B1F	Can attack at close range only with powerful drill.	Flame	★★★★★
	Attack Prog C	-	Gusk, Block 1 (in west)	Can use Spark spells to attack from a distance.	Lightning	★
	Physic Prog R	+35%	Clanup Island (in crater, Chapter 14+ only)	Gains a defensive boost, and focuses on drill attack.	Frost	★★★★★
	Wall Prog D	+45%	Gusk, Block 1 (via elevator)	Can use both drill and spin attacks, but focuses on defense.	Light	★★
	React Virus C	-	Lake Bark Cavern, South (west dead end)	Reacts based on the situation, but will not use Spark spell.	Darkness	★★
	Break Virus C	+25%	Xeyon, Center 1F	Battles aggressively with drill, spin attack, and Spark spell.		

GIVES GIFTS TO: **ANYONE** HEALING WATER (TOMA) (LV 40) HEALING WATER (CYRILLE) (LV 60) GODDESS TEARS X3 (LV 80) LIGHT CHARM (LV 110)

**Garyu****Class:** Dragon**Race:** Dragon**Immune to:** Stun

To convince Garyu to join your party, you'll need to defeat him in combat at his Narda Checkpoint den. Garyu has great stats but is very slow, and may have trouble keeping up with your hero on the field. Save him for Ancient Arenas and boss fights where mobility isn't an issue, and he can act as a life-saving shield.

STATS: ★★★★★ HIT POINTS ★★★★★ MAGIC ★★★★★ DEFENSE

EQUIPMENT	Name	Def. Bonus	Location	Description	RESISTANCES	
	Fire Dragon	-	Ranburr's Tomb (search graves to reveal)	Focuses on using flaming breath attack from long range.	Flame	★★★★★
	Earth Dragon	-	Northwest Paora Plains (via West Plains cave)	Focuses on close-range charge attacks.	Lightning	★★★★★
	Iron Dragon	+30%	Ancient Ruins (behind library bookcase)	Uses breath attack but focuses on defense.	Frost	★★★★
	Wind Dragon	+40%	Diablo's Palm (hidden in north passage)	Uses charge attacks and tail-whip.	Light	★★★
	Sky Dragon	-	Gusk, Block 3	Can use any attack, whatever the situation calls for.	Darkness	★★★
	Black Dragon	+20%	Xeyon, Center 1F	Focuses on using a new, powerful long-range breath attack.		

GIVES GIFTS TO: **ANYONE** CORE METAL (LV 60) CORE METAL (LV 70) CORE METAL (LV 80) CORE METAL (LV 90) CORE METAL (LV 100) CORE METAL (LV 110)

**Avalon****Class:** DarkKnight **Race:** Undead **Immune to:** Stun, Knockback, Float, Knockdown, Critical Hits

Avalon is an incredible warrior who can petrify his foes and use powerful spells. He has great stats across the board, but is very vulnerable to Flame and Light magic. To recruit him, you must begin his quest in Chapter 2 and then collect his bones from Goran-Goran Cave, Old Noswald Castle Yard, Paoraburr Cavern, the Gadium Mine cabin, Gundestar Cavern (beneath the Geo-Fortress), the Ancient Rune Temple, and Mt. Fyrlant Base. When you have all seven pieces, visit his Lakton Village shrine with no characters in your party.

STATS: ★★★★★ HIT POINTS ★★★★★ MAGIC ★★★★★ DEFENSE

EQUIPMENT	Name	Def. Bonus	Location	Description	RESISTANCES	
	Hero & Friend	-	Starting equipment	Adds Gaia Nova spell to usable abilities.	Flame	★
	Hero & Merc	-	Starting equipment	Adds Holy spell to usable abilities.	Lightning	★★★★★
	Hero & Worm	+20%	Starting equipment	Adds Avalon Nova spell to usable abilities.	Frost	★★★★★
	Hero & Sword	+50%	Training Facility B30F	Boosts Defense and all elemental resistances.	Light	★★★★★
	Hero & Witch	+30%	Training Facility B40F	Tends to fall back and use long-range spells and attacks.	Darkness	★
	Hero & Emperor	+30%	Training Facility B50F	Rushes into battle and focuses on close-range spells and attacks.		

GIVES GIFTS TO: **ANYONE** ABSOLUTE DEF. LV1 (LV 80) ABSOLUTE DEF. LV2 (LV 130) ABSOLUTE DEF. LV3 (LV 150)



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GAME BASICS

GETTING STARTED...

Two Heroes of Legend

Shining Force EXA breaks from its predecessor by putting you in charge of two different characters. Their distinctive strengths will provide a path to victory in any situation.

The Dual Character System

For most of Shining Force EXA you'll have complete freedom to switch heroes by speaking to your counterpart and asking him or her to take over. But there are areas of the game in which you'll be forced to take control of a certain character, and times when your off-duty character will be called upon to defend your base, so it's essential that you keep both heroes in fighting shape at all times. Fortunately, the game offers plenty of opportunities for both characters to shine, and the equipment and Power Art systems ensure that strengthening one character never comes at the expense of the other.



Individual and Shared Resources


All weapons, shields, armor and headgear is exclusive to one character or the other; Toma's gear has a blue tint in your inventory list, while Cyrille's is pink. Each character also has a private supply of HP-restoring Healing Water, tinted green for Toma and pink for Cyrille. However, other items can be used by any character—either hero can equip Rings and Bracelets, both share the same supply of MP-replenishing Goddess Tears (although Cyrille needs them far more), and anyone can use consumable items like Keys and Light Charms. To transfer an item from one character's inventory to another, place it in the Item Box found in the Geo-Fortress, or press L1 or R1 to transfer it to their inventory directly.


There is no need to transfer Power Art-boosting Mythril back and forth, since each character has a private supply. Regardless of who picks up a Mythril Crystal, equal amounts will be given to both characters, and there is no way to transfer it back and forth. Both characters share a single gold supply, however.





Map Legend for Resource Pick-Ups


The following is a key to the icons that appear on the Walkthrough maps, each of which details the locations of various equipment resources — and other helpful ephemera — within the Shining Force EXA world.


 Hidden Item


 Power Art Stone


 Warp

 Save Spot

 Fountain

 Green Chest

 Brown Chest

 Barrier

Toma the Swordsman

Hearty Toma is generally limited to close-quarters combat, but can both dish out and take heavy amounts of damage.

- ✦ Can use powerful two-handed weapons and quicker one-handed blades
- ✦ Weapons often deal additional damage to enemies of a certain species
- ✦ Can exploit Stun and Knockback effects of weapons to disable foes
- ✦ Powerful charge attacks are great at clearing rooms or dealing heavy damage to bosses
- ✖ Limited access to spells
- ✖ Few long-range attack options



Cyrille the Sorceress

Scholarly Cyrille compensates for her frailer constitution by striking from a distance with spells and crossbow bolts.

- ✦ Wide variety of spells allows her to easily exploit enemy vulnerabilities
- ✦ Area-effect spells allow her to damage multiple enemies at once
- ✦ Can use party members as shields to safely attack distant enemies with ranged weapons
- ✦ Light equipment allows her to move quickly
- ✖ Weakness at close-ranged combat makes her vulnerable to large groups of foes
- ✖ Must replenish MP frequently



Your Comrades-in-Arms

Each hero can do battle with a pair of computer-controlled companions. You'll have to do most of the work, but choosing the right party member for the right quest can be the key to victory in difficult areas.

How the Party System Works

You can recruit up to eight allies during your quest, and each hero can have up to two partners at once. You can't control these characters directly, but you can lock them in place at any time by holding the R2 Button. This is a good way to keep them out of danger or position them to protect Cyrille while she's using ranged attacks.



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It's easy to heal and protect your party members, because consumable items affect the entire party, no matter how far away your companions are. A dead party member can be revived with Healing Water, but they'll return with only a few HP. If you want to revive a party member to full health, use Healing Waters twice in rapid succession.



Choosing the Right Companions

While it may be tempting to pick a few favorites and use them in every situation, this strategy won't allow you to take advantage of each character's strengths and weaknesses. For example, Duga is immune to Frost and weak to Flame, making him an ideal companion for the Noswald ice fields but a liability in Fyrlandt's volcanic terrain. See the character section for specific details on each party member.



Leveling-Up and Party Equipment

Party members share in the experience points you earn and level up along with your hero. It's worth noting that a party member who is many levels behind your hero will level up extremely rapidly, so even if a character is 20 or 30 levels behind due to not having been used recently, they'll catch up very quickly.



You can't equip items on your allies or spend Mythril to improve their abilities. But on your journeys you will find "partner equipment" in special green chests. Once identified, you can use these items to assign basic strategies to your allies or boost certain key stats. To change an ally's partner equipment, choose "Party Status" from the main menu, select an ally, and press the X button. New equipment is generally more powerful than old equipment, but not always. There are times you'll want to set a character to an old piece of equipment in order to make them focus more on healing than combat, for example, or to use spells of a type that are more effective in a specific area.



Gifts From Your Friends

When not being used, your party members typically hang out in the Residential Block of the Geo-Fortress. When you speak to them there, they may present you with a special weapon or exclusive Power Art. These gifts come when they reach certain level milestones, so you'll be well-rewarded for keeping all of your party members at high levels. Some characters will only give their gifts to a single hero—Gadfort will only give weapons to Toma, for example—so you'll need to switch characters to get all the loot.

Power Arts and Secret Arts

Shining Force Neo features a deep and unconventional character development system. By upgrading Toma and Cyrille's Power Arts you can boost specific stats, traits and abilities. You can then boost them even farther by applying Secret Arts to their equipment.

Power Arts and Mythril

During your journey you will discover black obelisks known as Power Art Stones. When examined, each will teach you a Power Art that you can then "carve" into a character by using the Art System at the Geo-Fortress. Carving Power Arts requires Mythril, which is sometimes dropped by enemies or found in chests and items, but is most often earned by smashing the large blue crystal formations that are scattered throughout the game world. You can also use the Geo-Fortress Art System to break apart weapons and armaments and extract their Mythril.

In addition to finding Power Arts on Power Art Stones, you may earn Power Arts from other game characters or unlock them yourself by mastering lower levels of the same Power Art. Since some Power Arts can be both found and unlocked, don't be surprised if a Power Art Stone is empty—it just means you've already acquired that Power Art by some other means.



REINFORCE		Sort Mastered Power Arts	
		Cost	Sub.
HP Boost Lv7	40/40	0	
HP Boost Lv8	0/43	3350	
MP Boost Lv1	0/100	0	
MP Boost Lv2	13/13	0	
MP Boost Lv3	14/20	1200	22400
MP Boost Lv4	13/25	7350	51600
Magic Casting Lv1	0/5	100	
Tot.		7700	
Mythril		147,142/100	

Carve Power Arts to enhance abilities.

Important Power Arts

HP Boost/MP Boost – No one can have too much HP, but MP has less value to Toma. ➤

Power Boost/Skill Boost/Int Boost – These increase each character's core stats. Power and Skill are important to Toma, but Intelligence is all that really matters to Cyrille. ➤

Magic Casting – There are only a few levels of this Power Art, but Cyrille should make it a top priority. It lowers spell costs by fixed amounts, so with enough ranks low-level spells become completely free to cast. ➤

Weapon Attack – Toma's bread and butter. This improve the attack score of all of his weapons, and also boost's Cyrille's crossbow and melee attacks. ➤

Stun Rate, Knockback Rate, etc. – These increase the odds that Toma will afflict a negative condition on the enemies he strikes. It affects Cyrille's weapons, but not her spells. ➤

Critical Rate & Critical Attack – The former increases the odds of a critical hit, while the latter increases the damage, so if you're boosting one, it makes sense to boost the other. These are great for Toma, but only carve them on Cyrille if you use her crossbow frequently. ➤

Quick Swing – A subtle but necessary skill for Toma, especially if you're fond of two-handed weapons. ➤

Orc Killer, Harpy Killer, etc. – These boost your attack rate against specific species of foes. Each has 50 ranks, for a possible 250% damage bonus! These are very expensive at high ranks, so you should only dabble in each unless a certain powerful species gives you a lot of trouble. ➤

Master Guard – This may be the most important series of Power Arts. If you enjoy not being killed, you should make Defense-boosting Master Guard a top priority. ➤

Resist Stun, Knockback, etc. – Nothing is more frustrating than being repeatedly disabled by special enemy attacks. These Power Arts boost your odds of resisting such effects. ➤

Critical Resist – These are cheap enough to be worth it. Enemy Critical Hits are fairly rare, but that won't be much consolation when a boss kills you with a single lucky blow. ➤

Flame Resist, Frost Resist, etc. – If you keep a lot of extra armaments in storage, you can tweak your equipment to protect you from specific elements when necessary. But if you find yourself facing a tough boss, identifying the element of its strongest attack and spending on that Resistance Power Art will make things easier. ➤

Flame Magic, Frost Magic, etc. – These Power Arts are essential for enhancing Cyrille's spells. Toma should spend sparingly on them, and only when he finds a weapon with a powerful elemental spell. ➤

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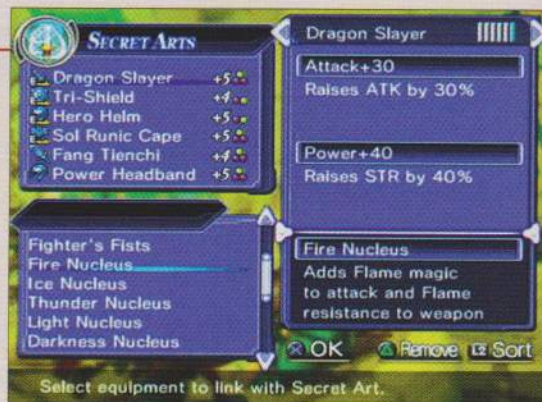
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Finding and Using Secret Arts

Secret Arts are found on Secret Art Scrolls, which are usually awarded as prizes for finishing optional quests. The Art System of the Geo-Fortress will search your inventory for these scrolls, and automatically register them. Instead of carving Secret Arts into Toma or Cyrille, the Art System links them to a weapon, shield, headgear, or armor. Each armament can have one Secret Art apiece, and you can use the Art System to change it at any time. Linking a Secret Arts is absolutely free, so there's no drawback to using them. Each Secret Art boosts the properties of the armament to which it's attached. For example:

Weapon Secret Arts may raise Attack Power, Attack Speed, or rates of Critical, Stun, and Knockback attacks. Some provide an elemental boost to a weapon (these are the most useful Secret Arts for Cyrille's Tomes) or give it the capability to kill a member of an enemy race in a single hit.

Shield Secret Arts increase your resistance to Critical, Stun, Knockback and other special attacks.



Headgear Secret Arts increase MP, Intelligence, Magic Attack and/or Magic Resistance scores.

Armor Secret Arts increase HP, Defense, or Dexterity scores, or allow you to recover from ailments more quickly.

Combat and Monsters

The heart of Shining Force EXA is combat. What may initially seem like a simple hack-and-slash battle system actually has several complicated mechanics. Learn about your enemies and the basic tactics to defeat them below.

Using Charge Attacks and Special Attacks

Every weapon is capable of making a charge attack that allows you to break up combos with super-powered hits that deal extra damage or strike a wider area. To perform this move, begin swinging your weapon to execute a combo, but hold down the X button after any swing to begin charging. You can do this on the first swing, but the attack will take an excessively long time to charge. The more combo swings precede the charge, the faster it will go. After releasing the X button to unleash the first charge attack, you can hold it down again to charge an even deadlier special attack, but that will cost you a significant chunk of MP.



Generators & Impervious Bosses

Most monsters you'll encounter are summoned by Generators, those blue-and-silver objects around which enemies congregate. As long as a Generator is active, it will continue to spawn new enemies. However, Generators gain strength from the enemies they summon, and can rapidly regenerate lost HP until a set amount of their spawn have been destroyed. This makes it nearly impossible to destroy a Generator before you slay most of the monsters it has summoned.

If you encounter a boss you can't seem to permanently damage, it's probably for the same reason. Some bosses will continuously regenerate health until you've destroyed a certain amount of their followers. As with Generators, destroying them will also eradicate their remaining minions.



Exploiting Enemy Attributes

Most enemies belong to a certain race, some are affiliated with a particular element, and many have characteristics such as being Armored, Winged, or Scaled. You can review all of this information in the charts in the walkthrough and Bestiary of this book, or by pressing the Select button while battling such foes. This information is important, because each of these attributes is a vulnerability that you can exploit by using certain weapons, Power Arts, Secret Arts, and spells.

Whenever you find a new weapon, read the description carefully to see what advantages it has against particular races and characteristics. You can boost that bonus further with Power Arts that increase the damage you deal to certain races, elements, or characteristics. You can also exploit elemental weaknesses by attacking foes with spells of an opposite element. For example:

Flame	Flame spells and attacks deal extra damage to Frost-type enemies.
Frost	Frost spells and attacks deal extra damage to Flame-type enemies.
Lightning	Lightning is a neutral element that has no counterpart, although individual creatures may be resistant or weak to it.
Light	Light spells and attacks deal extra damage to Dark-type enemies.
Dark	Dark spells and attacks deal extra damage to Light-type enemies.



Displays info for attacked enemy.



Weapon and Armor Attributes

Shining Force Neo has an advanced item generation system that can create millions of random items. Stronger items do not merely replace weaker ones; each has a particular combination of stats, abilities and special powers that could make it ideal in one situation and useless in the next.

Special Effects

Each weapon has a variety of stats and attributes that add up to give it a particular character and feel. Special Effects are a major contributor to this, giving certain weapons the ability to knock enemies away, leave a trail of flame, or suck life out of foes. Common Special Effects include:

Float Attack	May launch enemy in air, immobilized, for a follow up attack.
Knockback Attack	May knock enemy away.
Element Attack	Deals damage as if from an elemental source.
HP Absorb	Regain a portion of damage dealt as HP.
MP Absorb	Regain a portion of damage dealt as MP.
Stone Attack	May petrify targets.
Happy Slayer, (etc).	Instantly kills enemy of listed species.



Select an equipment type to change.

Many weapons also have hidden effects that are not listed in the Special Effects tab, but are often hinted at by the weapon's description. You can see each weapon's hidden effects in this book's weapons appendix. The hidden effects include:

Strong vs. Species	Weapon does extra damage to certain species.
Strong vs. Type	Weapon does extra damage to enemies of a certain elemental type.
Strong vs. Trait	Weapon does extra damage to an enemy who is armed, armored, winged, etc.



Magic

This is the category to check for Cyrille's Tomes, which are only as strong as the spells they can cast. However, other weapons may have access to a spell or two, even blades and crossbows.

Charge Attacks

Charge attacks are an important aspect of Toma's weaponry. Some deal focused damage to single targets, making them ideal for bosses, while others have wide swings that are great for clearing a room. They're less important for Cyrille's weaponry, but firing a volley of crossbow arrows or casting a spell for free do come in handy at times.

Special Powers

All the stats, skills, special effects, spells and charge attacks listed above are fixed elements that are present in every weapon with the same name. But weapons and armaments can also have up to two special powers that are unique to that particular weapon, signified by purple dots near the item's name (if a weapon has any special powers, it will need to be identified by Bornay before it can be used). There are hundreds of possible special powers an item could have, but most fall into one of the following categories:

Stat Boosts – Raises the listed stat from 5 to 100%. Stats include everything from HP and Intelligence, Physical and Elemental resistances, and attack effects like Knockdown and Stun.

Resistance – Increases Resistance to an element or attack effect like Stun, Knockdown, and Petrify.

Enemy Weak Spot – Weapon deals double damage to enemies of a certain species. These are among the most precious weapon powers.



Anti-Trait or Type – Weapon deals double damage to enemies with a certain trait (winged, armored, etc.) or elemental type.

Chain Attack – Each subsequent strike in a combo increases your Attack score.

HP/MP Drain – Allows you to absorb a portion of damage dealt as either HP or MP.

Elemental Charge – Allows weapon to deal elemental damage and raises the Magic Attack score for that element.

The Right Tool for the Job

With so many different attributes, it's a good idea to keep a wide variety of weapons and armaments available at all times. You never know when a specific spell will come in handy, so it's a good idea to keep one of each Tome you find in storage. And whenever you find a decent weapon with a Weak Spot or Anti-Trait ability, save it for the next time you encounter that type of

enemy in large amounts. The same is true of armaments; sometimes you want gear that has high physical defense, while other situations require resistance to a particular element. The item box isn't just for character-to-character transfers—use it to store situational gear as well!

Advanced Challenges

The World of Shining Force EXA offers challenges far beyond the storyline objectives given to you in each chapter. Earn treasure, gold, Secret Arts and Power Arts aplenty by wandering off of the beaten path.

Paths of Carnage

Paths of Carnage are regions that are populated by higher-level foe than the kind that dwell in the rest of the area. The entrances are usually blocked by signboards that warn travelers about the perils ahead, but those seeking a challenge can smash down the barricade and enter whenever they like. Paths of Carnage don't typically offer major rewards outside of random treasure chests and occasional Power Arts, but may lead to areas that you would never otherwise visit during your quest. Those areas may host Prisons of Rock, Ancient Arenas, and other surprises.



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Prisons of Rock

You'll find what look like black glowing headstones through your journey. These are magical barriers designed to seal away unusually powerful enemies, and if you smash them, their captive will be freed. All Prison of Rock enemies are gigantic versions of standard enemies with boss-level stats. Unlike Ancient Arenas, you usually

have a reasonable chance of beating them when you first encounter them, but you should always warp back to the Geo-Fortress and save before you challenge one. The reward for every Prison of Rock is a Secret Art, many of which are incredibly powerful.



Ancient Arenas

Ancient Arenas replace the Legion Hives of Shining Force Neo. They're small caves that contain a locked door that can be opened by a Darkness Rune. Beyond that door are two rooms full of enemies that fit a certain theme, such as Harpies, or Ice-type foes. The lower floor is much harder than the upper one, and contains a boss version of a standard enemy, much like the Prisons of Rock.

Some Ancient Arenas are beatable the first time you encounter them, but most will be way too difficult. Fortunately, each has a warp gate that you can activate to make it easy to return when you're stronger. Ancient Arena prizes always contain a Power Art, a Secret Art, gold, Mythril, and a treasure chest that may contain a Healing Water or other powerful item.



The Home of the Heritor

The owner of the Shining Force receives an incredible perk—a high-tech home known as the Geo-Fortress. This ancient stronghold has room for a small army and all the resources a Heritor would ever need.

Enhancing the Geo-Fortress

When you acquire the Geo-Fortress, you'll find it in a state of disrepair. Fortunately, a creature named Zenus is there to provide extensive Geo-Fortress tech support—all you need to do is bring him the materials. Getting major functions online will require special colored metals that are the main objective of most of the game's early chapters. After you insert these metals into the Energy Generator to reactivate a disabled function, you can then upgrade that function by inserting a material known as Core Metal. No system can be higher level than the Energy Generator itself, so save up Core Metals to improve that first and foremost.



Upgrade Costs (in Core Metal)

To reach level:	1	2	3	4	5	6	7	8	9	10
Energy Converter	-	1	2	3	4	5	6	7	8	9
Cannon	-	1	1	1	1	2	2	2	2	2
Barrier	1	1	1	1	1	1	2	2	2	2
Radar	1	1	1	1	1	1	1	1	1	1
Training	1	1	1	1	1	2	2	2	2	2
Robot Factory	-	1	1	1	1	1	1	1	1	2
Repair Function	-	1	1	1	1	1	1	1	1	1

Protecting the Geo-Fortress

The problem with a huge, super-fancy base is that all of your enemies know exactly where to find you. The Geo-Fortress will be under constant assault, so it's fortunate that in addition to the hero that is undertaking each chapter's mission, you have a second hero to guard the base.

It works like this: There's a colored light in the upper-right corner of the screen (which first appears during Chapter 3). In most chapters, this light gradually cycles from blue to yellow to red as time passes. When it turns yellow, your active hero will get a warning that enemies are approaching the Geo-Fortress, giving you a chance to return home and switch characters if you like. When it turns red, control will switch to the character that remains in the Geo-Fortress. That character can form a party, equip gear, save the game and use other Control-Room resources before using one of the Hallway warps to reach the area of the Geo-Fortress that is under siege.

On the battlefield, the defending hero's party will have to protect a Photon Converter from enemy damage while hunting down the boss of the invasion force. Sometimes the boss is already on the battlefield, but it usually needs to be drawn out by destroying Generators or other powerful enemies. When the boss is finally slain, the battle will end, and after your defender steps into a green warp, control will revert to your other hero. Note that if the Photon Converter was heavily damaged in the attack, it can be restored to full health by inserting a piece of Cure Metal into the Energy Generator. (Upgrading the Energy Generator will also refill its health.)



Geo-Fortress Resources

Protecting the Geo-Fortress and unlocking its functions may be a bother, but it pays you back tenfold with a stunning variety of resources. Here is the full list of systems you will unlock on your quest, in the order in which they become available.

Zenus (Chapter 2) – In addition to handling Geo-Fortress maintenance, you can speak to Zenus to change your current party characters or get a reminder about your current objective.

Art System (Chapter 2) – The Art System allows your heroes to reinforce their Power Arts, link Secret Arts to equipment, and extract Mythrill from the Special Powers of equipment.

Warp System (Chapter 2) – The Warp System allows you to travel to any Warp Gate that you have previously activated. Once you receive the Gyro, you will also be able to use the Warp System to return to the Geo-Fortress with a tap of the R3 button.

Energy Generator (Chapter 3) – This is the system that rules all other systems. Its level is the max level of all other systems, and leveling it up also boosts the Geo-Fortress's HP and defensive capabilities. However, it is by far the most expensive system to level up.

Barrier System (Chapter 3) – The Barrier System boosts the defense of your Geo-Fortress, allowing its Photon Converters to take more damage during Fortress Defense battles.

Training Facility (Chapter 3) – The Engineering Block Training Facility is a randomly generated dungeon where your characters can battle to earn experience points, money, Mythrill, and Power Arts. Every upgrade increases its size by five levels.

Robot Factory (Chapter 3) – The Robot Factory manufactures and enhances robots that will fight alongside your heroes in Fortress Defense battles. The type, number, and maximum level of the robots are all equal to the Robot Factory's level, so whenever you upgrade this function, make sure to buy a new bot and

upgrade all the old ones. Robots aren't indestructible, so use the Energy Converter's Robot Factory menu to repair destroyed robots between battles.

Cannon (Chapter 3) – You can use the Geo-Fortress Cannon to destroy walls and rubble that block the path in some areas, or just to fire a powerful blast at a tough enemy. Leveling it up doesn't increase its range, but does increase the size and damage of the blasts.

Radar System (Chapter 5) – Examine the radar system on the lowest level of the Control Room to review your current destination, cannon range and radar range (these increase automatically as the game proceeds). Upgrading the Radar System improves your auto-map, allowing you to see hidden items and enemy generators on the field (but only if you're within radar range).

Recovery System (Chapter 6) – This device allows the Geo-Fortress to naturally replenish HP over time.

Mode Select (Chapter 9) – Once the Geo-Fortress has been upgraded with Silver Metal, you'll gain the ability to switch from Basic Mode to one of three specialty modes—Cannon Mode, Search Mode, and Recovery Mode—which boost the Cannon, Radar, and Recovery Systems respectively, but take the other two systems completely offline.



Guests of the Geo-Fortress

In addition to providing a home for your heroes, the Geo-Fortress has plenty of space for visitors. Once you make the proper invitations, the Control Room will be bustling with merchants who know a wealthy customer when they see one. The Geo-Fortress' Guests include:

Bornay – Foxling merchant Bornay buys and sells weapons, armor, and items, and can identify the armaments you find on the field. His stock changes randomly every time you leave the Geo-Fortress and re-enter, and old items are replaced with new ones at the start of each chapter.

Gilnay – Gilnay lacks none of his father's entrepreneurial spirit. He'll show you the journal of past game events for free, but he charges 10,000 gold for each of the Core Metals that he finds after Fortress Defense Battles. They're well worth the price.

Hikanay – The only thing Hikanay sells is weather reports, at 1 gold apiece. Still, she'll earn her keep when she convinces Gantetsu to move his shop to the Geo-Fortress.

Gantetsu – Gantetsu will upgrade your weapons, armor, headgear and shields by increasing the + number after each item's name. The upgrades get progressively more expensive the higher you go, but some weapons are worth the full +8. To increase the max level to which Gantetsu can upgrade your gear, choose "Listen to Gantetsu's request" and give him some of your extra Mythrill.

Ieyasu – Ieyasu eschews the Control Room, preferring to set up shop in the hallway. For 1,000 gold apiece, he'll offer to bundle your Healing Waters into units of 9 to decrease the number of inventory slots they take up.

Party Members – When you aren't using your allies in combat you can visit them in the Residential Block beneath the Control Room. When they reach certain levels they'll acquire gifts to give to your heroes, so speak to them often.

Service Robots – Zenus can't run the Geo-Fortress by himself, so he's made dozens of robots to help with his duties. Some can give you advice about Geo-Fortress functions and combat strategy, particularly the ones in the library north of the Residential Block.

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HOLY SWORD, SHINING FORCE

CHAPTER 1



Ilnad Forest, Entrance



Earning Toma's Supper

After a brief intro, you'll be plunged into a battle with a giant Wild Boar. It's a hearty beast, but it doesn't do much damage, so you'll have plenty of time to master the new charge attack. Swing your sword rapidly for a combo, and hold down the X button after a swing to begin charging. Don't attempt this immediately, as the attack will charge much more quickly after three or four normal swings. After releasing the X button to unleash the first charge attack, you can hold it down again to charge an even deadlier special attack, but that will cost you a significant chunk of MP.

Treasures in the Weeds

Search the small Ilnad Forest area for a Circle Shield and a strange patch of grass that can be searched multiple times for a few hundred gold pieces. Then follow your friends east into the Ruins of Yi'el Village, where dinner preparations are already underway.



Ilnad Forest, Entrance

Ruins of Yi'el Village



ENEMIES

Nether Ants

RACE	ELEM.	CHAR.	IMMN.
Insects	Neutral	Scaled	None
A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.			



Looting the Village Ruins

There are plenty of crates and barrels to smash in Yi'el Village, so hit them all to find gold, Mythril, and maybe even a few keys. On a table near Maebelle you'll find a chest with a "?Bracelet" that the Foxling merchant Bornay will be happy to identify for you. Pick up a Power Headband while you're at his shop, then equip all your new gear so you'll be ready for the challenges ahead.

Help Maebelle with Dinner

Maebelle can't cook the boar without a local herb, so follow the path east to the Ruins of Yi'el, Hill area. There you'll find a long path crawling with Nether Ants, simple foes that pose no real threat and tend to carry an unusual amount of gold. You'll find the herb in a patch of weeds at the summit of the hill. Bring it down to Maebelle and tell her "Great, I'm starving!" to get your share of rich, juicy boar. But you won't have much time to eat before Maebelle and Gadfort send you back up the same hill to find Cyrille, who apparently missed the dinner bell.



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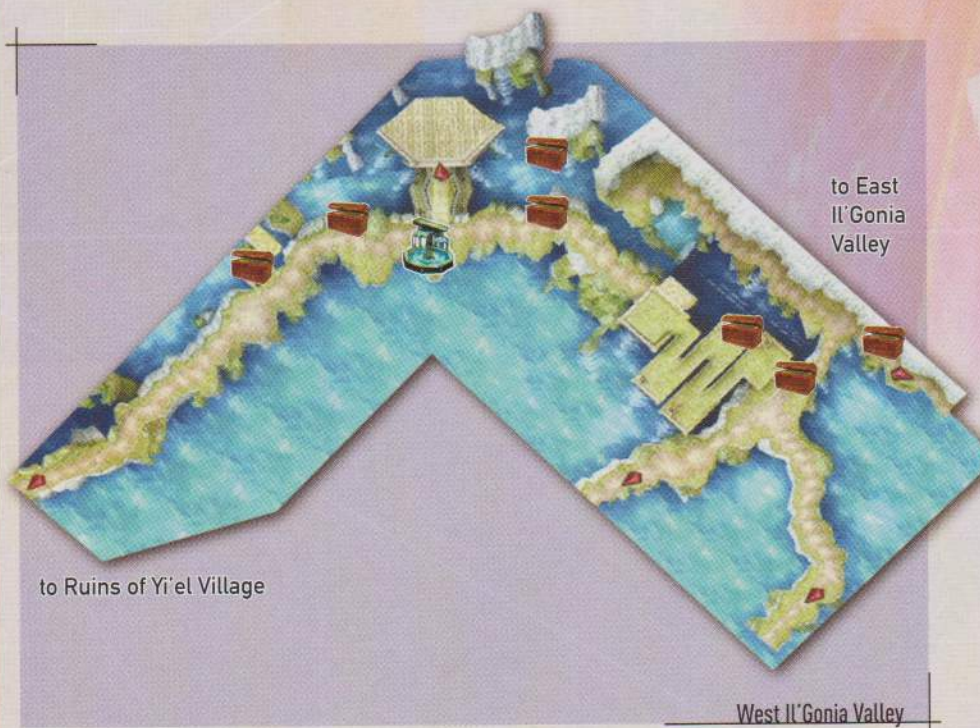
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West Il'Gonia Valley



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Orc Slave 	Orcs	Neutral	Armed/Armored	None
An unintelligent Orc soldier. Loves sleeping, punching things, and eating wild boars.				
Orc Slinger 	Orcs	Neutral	Armored	None
An Orc soldier with bombs on his back. The bombs are duds, but they're still painful to be hit with.				



The Il'Gonia Valley Path

The search for Shining Force resumes the next morning in West Il'Gonia Valley, a new area that is northeast of the village. After the series of tutorials, don't miss a chest full of Mythril at the top of the crate pyramid, and another chest that contains a Zweihander two-handed sword a little farther down the path.

There's another chest across the river from the Zweihander, and no apparent way to reach it at this point. Item hunters will need to return here as Cyrille and blast the chest with a crossbow to score a precious bottle of Goddess Tears.



Beware of Orc Ambushes

Orcs will torment you throughout the valley path, at times trapping you between crates in surprise ambushes. Make sure to smash the crate barricades after you clear out the orcs, as the crates are full of Mythril crystals. Valuable chests continue to dot the path, including an enhanced Stinger blade that will appeal to anyone who finds the mighty Zweihander to be too heavy to handle.

Swap Toma for Cyrille

You'll meet Maebelle and Gadfort at the end of the path, and they'll send you north when they split up again. You can push past Maebelle if you want, but there isn't anything in it for you—proceed as directed until you run into Cyrille. She'll send you up the path to the west, to a dead end that is rich in crates, barrels, and Mythril crystals. Then talk to Cyrille again to pass the Player Character torch to her.



East Il'Gonia Valley



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Nether Ants	Insects	Neutral	Scaled	None
	A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.			
Orc Slave	Orcs	Neutral	Armed/Armored	None
	An unintelligent Orc soldier. Loves sleeping, punching things, and eating wild boars.			
Orc Slinger	Orcs	Neutral	Armored	None
	An Orc soldier with bombs on his back. The bombs are duds, but they're still painful to be hit with.			

Gather Up Cyrille's Gear

Grab a chest full of pink Healing Waters (the only kind Cyrille can use) and enter East Il'Gonia Valley. The Nether Ants you'll meet are weak enough to die from slaps from Cyrille's Fire-Ice Tome, but her MP regenerates quickly, so feel free to use the triangle button to unleash some of her spells. You'll also find a set of MP-restoring Goddess Tears in a chest, which can be refilled at any Goddess Fountain.



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Cyrille's Crossbow Tricks

As you climb the steps, you'll find a chest with a Wood Crossbow near the Goddess Fountain. If you don't mind a bit of backtracking, you can bring the crossbow back to West Il'Gonia Valley and use it to blast the unreachable chest across the river. Line up your

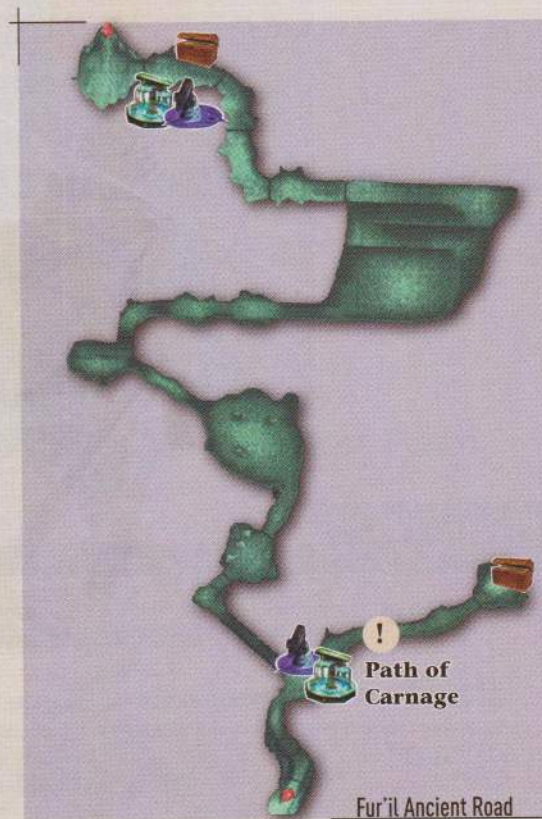
shot with the R1 button and fire a flurry of bolts to destroy the chest and reveal a third Goddess Tear. Then return to the east valley and follow the path to a dark cave where Cyrille will be joined by the rest of the party.



Fur'il Ancient Road

Party up with Maebelle and Gadfort

When you enter the cave known as Fur'il Ancient Road, control will revert to Toma, and he'll be officially joined by Maebelle and Gadfort. You can't directly control your companions, but you can lock them in place by holding the R2 button and change their battle tactics in the "Party" screen of the main menu. Go there now and press the X button to bring up a list of "Equipment," and change from the defaults to Tender Archer and Thunder Knight, respectively. You'll find new combat styles as your quest proceeds.



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creature with which to protect itself.			
Ghost	Undead	Neutral	None	Stun/Critical Hit/HP Absorb/MP Absorb
	Ghost. Moves through walls to attack. Lacks physical form, making it less vulnerable to physical attacks.			
Nether Ants	Insects	Neutral	Scaled	None
	A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.			
Skeleton	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton warrior with a big club, animated by evil powers. Its joints are weak, so critical attacks are effective against it.			
Skeleton Archer	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton archer that fires tree-sized arrows. Animated by evil powers. Its joints are weak, so critical attacks are effective.			

PATH OF CARNAGE

You'll find a barricade near the entrance of the cave, ominously labeled "Path of Carnage." If you smash down the barricade you'll reveal an optional area with foes that are much tougher than usual. You can come back and challenge the path later, but it's certainly possible to succeed at this point in this game—just make sure to save your game first!



This empty path ends at a small room where you'll face two waves of high-level Skeletons. They're capable of killing Toma in only a few quick hits, so keep them on the ropes with constant attacks and they'll never manage to get a swing in against you. Gadfort will blast them with electricity if you've set him to Thunder Knight, and Toma can quickly slay the stunned skeletons with his combo charge attack. If you live long enough to raid the treasure chest, you'll find a ring with 10 Keys, allowing you to open up to ten locked treasure chests in later chapters.



Monsters in the Dark

You'll meet several new foes on the path through the cave, but in small enough quantities that they won't pose much of a threat. Keep an eye out for Generators that must be destroyed to stop the flow of new foes, but don't attack the Generator until its spawn have been slain, or it will rapidly regenerate any damage you inflict.



The final room of the cave is guarded by several waves of Skeletons, culminating in a single skeletal giant that is capable of dealing heavy damage with its massive spiked club. Concentrate on side-stepping the club while building up devastating charge attacks. When the boss Skeleton falls, the path to Shining Force will be clear, and the game's first chapter will draw to a close.



NEW PARTY MEMBERS



178 HP	LV. 1	CLASS	RACE	EQUIP.	NOTE
Macbelle		Archer	Elf	None/Tender Archer	Immune to Critical attacks; can attack invisible enemies
An elf maiden searching for the Holy Sword in the hopes of saving her dying race. Calm but merciless in battle. Superb archery skills.					



231 HP	LV. 1	CLASS	RACE	EQUIP.	NOTE
Gadfort		Knight	Centaur	None/Thunder Knight	High HP; high resistance to Flame and Ice
Former Noswald knight. Parted ways with the Emperor due to differing ideals. Met Toma and the others on his quest for the Holy Sword.					

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FORTRESS OF MAGIC

CHAPTER 2

The Geo-Fortress

The Home of the Heritor

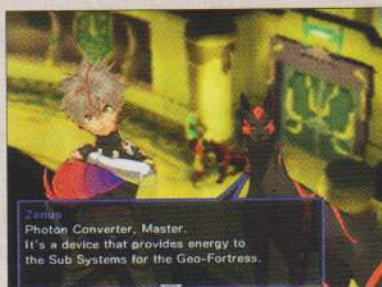
As the Heritor of the Shining Force, Toma is entitled to such perks as a high-tech H.Q. known as the Geo-Fortress. Most of the Geo-Fortress's resources aren't up and running yet, but if you take the time to explore your new home you'll find plenty of housewarming gifts. First, head downstairs to the Control Room where you'll meet Zenus, the Geo-Fortress's canine commander. Raid the chests on the west side of the room, where you'll find a 3-Key ring and a five-pack of Healing Water for each character. (You can't switch to Cyrille yet, so leave her waters for later or bring them to the cylindrical Item Box near the east exit.)

Next, head south to the Engineering Block, where you'll find two chests along the hallway. One contains a Goddess Tear that you may want to save for Cyrille, while the other holds a Light Charm that can bestow temporary invincibility on your party—save that for a tough boss. The Residential Block below the Control Room is empty, but its upper level connects to an Armory and Library, both of which are full of valuable information. If you scour the bookcases of the Library carefully, you'll find a second Light Charm on one of the shelves.



Reactivate the Photon Converter

Free loot is nice, but if you want to unlock the true power of the Geo-Fortress you'll need to help Zenus gather material for repairs. Task #1 is restoring the Photon Converter, which is buried under a pile of rubble. Talk to Zenus to begin the quest, then follow him through the east door and up the stairs to Exit Number 2. Grab a piece of Cure Metal (which you can drop in the box for now—you won't need it anytime soon), then warp down to the surface and tear into the rubble with sword combos.



Prepare for the Next Mission

Report your success to Zenus, who will tell you about the Geo-Fortress's newly re-activated Warp System and Art System. You can now switch freely between Toma and Cyrille, so decide who you want to play for the Red Metal quest and use the Art System to spend your collected Mythril on ability-boosting Power Arts. Cyrille should focus on Int. Boost, Master Guard, and Flame Magic, while Toma should skip the magic stuff in favor of Power Boost, Skill Boost, and Weapon Attack. (Go ahead and have each character buy as much as he or she can, since Toma and Cyrille each have their own private Mythril supply.) When you're ready to go, hop into the Warp System and teleport to Lakton Village.



Lakton Village



Learning New Power Arts

The Lakton Village warp takes you straight to a small temple within the bucolic Lakton Village. Take a look at the skull on the altar, then step outside to search for the game's first Power Art Stone. When you examine a Power Art Stone, you'll learn a new Power Art that will be sent straight to the Art System in the Geo-Fortress. This one contains the invaluable HP Boost skill, which you should spend some Mythril on whenever you next return to town.



Power Art: HP Boost Lv1

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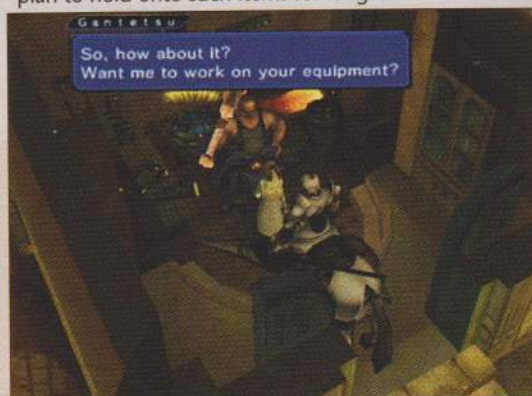
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Treasures of Lakton Village

No one seems to care if you destroy all of the town's pots, crates, and crops, so go nuts and fill your pockets with gold and Mythril. Remember, just because you can't reach a crate doesn't mean you can't smash it; use fireballs or crossbow bolts to hit inaccessible items and their loot will bounce right to you. You can spend some of your newfound fortune at the blacksmith's shop in the

southeast corner of town. He'll upgrade your weapons and armor for only a few hundred bucks, which is worth it even if you don't plan to hold onto such items for long.



Lakton Highlands



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Cyclops 	Giants	Neutral	None	Stun
	A powerful, one-eyed Giant. Good with stun attacks and also knockback attacks by tackling.			
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creature with which to protect itself.			
Orc Champion 	Orcs	Neutral	Armed	None
	Orc king. Enormous compared to other Orcs. Gives reckless orders to his troops.			
Orc Slave 	Orcs	Neutral	Armed/Armored	None
	An unintelligent Orc soldier. Loves sleeping, punching things, and eating wild boars.			
Orc Slinger 	Orcs	Neutral	Armored	None
	An Orc soldier with bombs on his back. The bombs are duds, but they're still painful to be hit with.			
Orc Vulgar 	Orcs	Neutral	Armed/Armored	None
	Proud of his power. Swings his hammer to knock enemies out. Dodge it and he won't be a threat.			

West Bank of the River

The usual assortment of orcs are joined by much tougher Orc Vulgar and Cyclops foes in the Lakton Highlands. These guys are tough, but their swings are slow and easily telegraphed, so step back to fire from a distance or circle around to hit them in the back. If you continue along the northwest cliff past the broken bridge at the end of the path, you'll find a deadly Orc Champion waiting in the weeds. His hits are powerful, so rely on ranged attacks or hit-and-away tactics and keep your Healing Waters at the ready. If you can beat the champion, you'll find a Power Art Stone with a higher-level version of Flame Magic at the northeast corner of the map.

The only usable bridge across the river is south of the hill in the center of the path. You'll find a chest with the Magical Archer equipment for Maebelle at the mouth of the bridge, and there's more loot atop the hill itself. There's also a large Orc ambush waiting up there, so Cyrille should use her Freeze spell to both protect herself and damage the tightly-packed foes. While the frost crystals circle, you can continue to shoot fireballs for even greater damage. When the hill is clear, you'll find a chest with a random armament and some high-quality gear in the remains of the two Generators.



East Bank of the River

After you cross the bridge you'll find a Goddess Fountain and Save Marker to the south, and a Power Art Stone to the north. Score some Toma armor from a chest in the hills west of the bridge, then proceed north past the Power Art Stone to trigger the first Fortress Defense battle. In a Fortress Defense battle control will switch back to your other character, who must drive back an army of foes that are striking at your base. When the battle concludes, control will again revert to your character in the Lakton Highlands.

FORTRESS DEFENSE

There are a lot of factors to consider in a Fortress Defense battle. There are the attackers who strike at the Photon Converter, the Generators that spawn new foes, and the boss that leads the army. Since slaying the boss ends the battle instantly, going straight for the giant Orc Vulgar is the obvious choice this time around. But don't expect it to be so easy in the future—the bosses rarely appear in the initial waves of enemies.

After the battle, you'll get a visit from Bornay the Merchant and his Foxling kids. They'll invite themselves into your base and set up shop immediately. If your Highlands character could use some new gear, you may want to have them hoof it back to Lakton Village and use the warp to return to the Geo-Fortress.



Power Art: Flame Magic Lv3

Power Art: Knockback Atk Lv1

Power Art: Lightn. Magic Lv1



BOSS

Orc Vulgar

RACE	ELEM.
Orcs	Neutral
CHAR.	Armed/Armored
IMMN.	None

Proud of his power. Swings his hammer to knock enemies out. Dodge it and he won't be a threat.



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PATH OF CARNAGE

Power Art: Skill Boost Lv3

When you regain control of your Highlands character, you'll be able to continue up the path to a chest that contains either a Ring or a Bracelet. Explore that area for Mythril crystals, then back up and cross the bridge to the islands in the center of the river. The first of the two islands is rich in treasure, including several Mythril crystals, a Power Art, a War Crossbow buried in the weeds, and a random armament at the peak. The pickings are much slimmer on the second island, where you'll find only the entrance to the Ancient Arena, guarded by a pack of Orc Vulgars and an Orc Champion.



If you follow the west bank path past the Save Marker and Goddess Fountain, you'll find another Path of Carnage. The purple Cyclopes that guard this path are much tougher than the skeletons in the Fur'il Ancient Road, so make sure to save before you break down that barricade. If you're controlling Toma, equip an Oni Club (a random item drop from enemies in this area) and use its charge attack to continuously knock the Cyclopes off their feet. If you're using Cyrille, circle around them with your Freeze spell and blast a steady stream of fireballs. Don't worry about MP—the Goddess Fountain will never be more than a few screens away. The path ends at a simple Mythril crystal, but a nearby bridge will take you to a ledge on the west bank where you'll find a Power Art Stone—and still more Cyclopes.



Ancient Arena

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Harpy Hunter 	Harpies	Neutral	Armed/Armored/Winged	None
	A Harpy hunter with a bow. Slow-moving, but watch out for its dangerous long-range shots.			
Harpy Knight 	Harpies	Neutral	Armed/Armored/Winged	None
	An armed Harpy knight. Beware of its powerful jumping charge attacks.			
Iron Harpy 	Harpies	Neutral	Winged	None
	A lowly Harpy slave soldier. Watch out for its diving attacks from above.			
Harpy Master 	Harpies	Lightning	Armed/Armored/Winged	Lightning/Float
	A Harpy knight reincarnated with thunder power. Freely uses dangerous thunder attacks.			

Guardians of the Red Metal

Ancient Arenas are the Shining Force EXA versions of Shining Force Neo's Legion Hives, where you fight through two rooms guarded by several waves of a specific enemy—in this case, Harpies. If you want to heal or save you'll find a Goddess Fountain and Save Marker right inside the door, but if you want to switch characters or identify some gear first, you'll need to use the warp outside to teleport back to Lakton Village. The door to the first Harpy room is locked, but you can unlock it with the Darkness Runes found in a nearby chest. There are five runes in the set, and you can use the remaining four to open Ancient Arenas you'll find in later chapters.

Inside the Arena, a flock of Harpies will pelt you with stun-inducing arrows, so slay them as quickly as possible with a wide-swinging Toma weapon or Cyrille's Freeze spell. When the first wave is eradicated, the warp to the second room will appear. There you'll face a larger Harpy pack lead by a giant Harpy Master. Clear out the lesser Harpies first, then circle around the Harpy Master to stay out of its sword range. When it gets a bead on one of your party members, take the opportunity to strike at its back with combo attacks or spells.



BOSS

Harpy Master

RACE	Harpies
ELEM.	Lightning
CHAR.	Armed/Armored/Winged
IMMN.	Lightning/Float

A Harpy knight reincarnated with thunder power. Freely uses dangerous thunder attacks.



Power Art: Birdling Killer

Secret Art: Death Blow (weapons)

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You'll earn the promised Red Metal for your victory, as well as a chest of gold, a chunk of Mythril, a bottle of Healing Water for Cyrille, and a Secret Scroll that you can use to enhance your weapons with the Geo-Fortress's Power Art system. You'll also find the Birdling Killer Power Art Stone, a skill that will enhance your attacks against Harpies in the future.



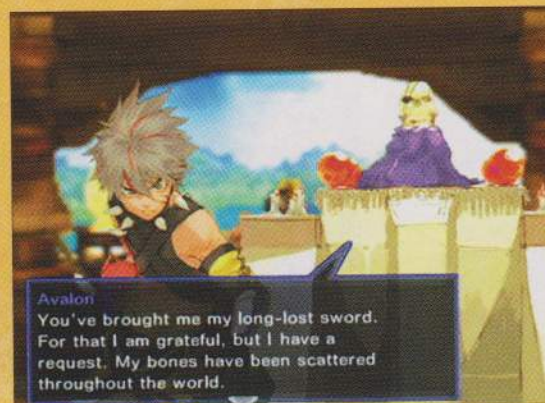
Lakton Village

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Naga 	Snakelings	Neutral	Armed/Armored/Scalad	None
	A highly intelligent Snakeling fighter. Prefers moist places but can survive in the desert. Proficient at knockback attacks.			
Soldier Wolf 	Beastlings	Neutral	Armored	None
	One of the most violent types of Beastlings. Has low power and intelligence, but is a very quick and aggressive fighter.			
Succubus 	Demons	Neutral	Winged	Petrification/MP Absorb
	A creature specialized in healing. Beautiful to look at, but it is also very deadly with magic and melee attacks.			

Hikanay's Letter and the Ancient Sword

After the Foxlings enter your base, you can begin a simple side quest that may ultimately pay off with a new party member. First, talk to Hikanay and agree with her comment that the Geo-Fortress is boring. In order to liven things up, she'll offer to write a letter to Gantetsu, the Lakton Village blacksmith. Pay her 10 gold for this service, then take the letter to Gantetsu. He'll agree to move his shop to the Geo-Fortress, which will allow you to reach the chest behind him.



That chest contains the Ancient Sword, a weapon that can be laid on Avalon's altar at the north end of town. A grateful Avalon will offer you a new quest—find his scattered bones. If you can successfully reassemble him in a later chapter, he'll join your party!

Toady of the Noswald Empire

Heal, save, and teleport back to Lakton Village, where you'll find a new foe waiting. Instead of challenging you man-to-man (or woman, as the case may be), Phillip begins the battle by summoning two packs of Soldier Wolves and a mixed pack of Nagas and Succubi. Defeating them shouldn't be tough, but finding the third pack can be—make sure to check near the pumpkin patch in the southeast corner. Charge the Succubi first, so they can't snipe with long-range spells while you tussle with the Naga.

When the town is clear, Phillip will summon a giant Soldier Wolf to fight by his side. The Soldier Wolf is tough, but Phillip is not—and he's the only target that matters. Flee from the wolf and combo blast Phillip as quickly as you can. When he falls (and it won't take long), the battle will end.



BOSS

Phillip



RACE
Human

ELEM.
Neutral

CHAR. None

IMMN. None

Commander of the Noswald Special Forces. Described as loyal but cunning and untrustworthy by his superiors. Reputedly a coward.



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New ALLIES

CHAPTER 3

The Geo-Fortress

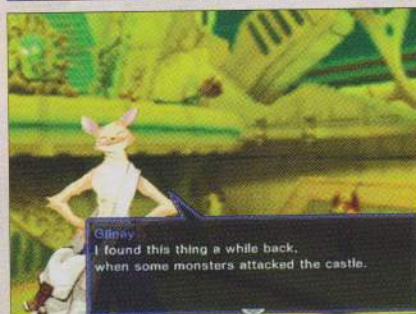
Reactivating the Energy Generator

Your hard-won Red Metal has revived the Energy Generator, allowing you to activate many of the Geo-Fortress's advanced functions. The Energy Generator controls the Geo-Fortress's max HP and the max level of its other functions, which include the

defense-boosting Barrier, a warp to a Training area, and a Robot Factory that produces computer-controlled allies to aid in Fortress Defense battles.



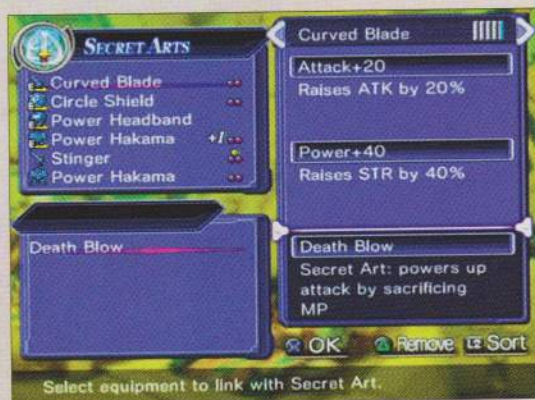
Each of these functions can be individually upgraded by using an item known as Core Metal (not to be confused with Cure Metal, which repairs damage dealt in Fortress Defense battles). Zenus will give you the first Core Metal, but you can buy another from Gilnay (Bornay's son) if you ask about his "secret." Gilnay charges 10,000 gold a piece for his Core Metals, and he'll find a new chunk of the stuff after most Fortress Defense battles.



A New Errand for Zenus

The Energy Generator has revived a lot of cool functions, but it's never enough for Toma. Tell Zenus you want to recover "something powerful," and he'll send you on a quest for the Black Metal. He'll also give you the Gyro Terminal, a remote control for the cannon that also allows you to open a portal back to the Geo-Fortress.

You'll find the Black Metal east of Yi'el Village, but since the Yi'el Village Warp Gate isn't yet active, you'll have to walk back. To begin your journey, leave through Exit Number 2, but don't depart before visiting your party members, identifying your inventory items, and upgrading your character. In addition to boosting your heroes' Power Arts, make sure to apply the Death Blow Secret Art to all of Toma's weapons—trading MP for power will serve him well (but not Cyrille).



Gifts From Your Friends




Gadfort and Maebelle have left the Control Room to set up private rooms in the Fortress's Residential Block. If you visit them in their quarters, they'll present you with new weapons that may aid you in your quest, but only if you approach them as the right character. Visit Gadfort as Toma to receive a Curved Blade with a pair of power-boosting special powers, and speak to Maebelle as Cyrille to score a mighty Steel Crossbow. Check back often—they'll have more gifts to give when you reach certain level-based milestones. (See the Character section for details.)



West Il'Gonia Valley



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creature with which to protect itself.			
Orc Slave 	Orcs	Neutral	Armed/Armored	None
	An unintelligent Orc soldier. Loves sleeping, punching things, and eating wild boars.			
Orc Slinger 	Orcs	Neutral	Armored	None
	An Orc soldier with bombs on his back. The bombs are duds, but they're still painful to be hit with.			

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Return to Il'Gonia Valley

Depart the Geo-Fortress through the Fortress Hallway's northeast exit, and cut through the Il'Gonia Central Hill battlefield to reach West Il'Gonia Valley. Don't worry about getting lost, since Zenus will provide directions over the Gyro Terminal. The valley hasn't changed much since Chapter 1, but sharp-eyed players will notice two key differences. The first is a Power Art Stone at the four-way fork where Zenus first contacts you, and the second is a Prison of Rock just past the Narda Checkpoint. Each Prison of Rock can be destroyed to reveal a super-powered enemy that holds an exclusive Secret Art Scroll.



After the battle, your other hero will be summoned back to the Geo-Fortress to meet Ami and Faulklin. They'll be mandatory party members for the rest of your mission, so Toma is the best choice of heroes for the rest of this chapter—Ami and Faulklin are physically frail and still very low-level, so they'll need a front-line fighter to keep them safe. When you're ready to resume your mission, lead your new companions through the Warp Gate, and onward to the Ruins of Yi'el Village. There Zenus will teach you how to activate the Yi'el Warp Gate before sending you west to Ilnad Forest.



BOSS

Soul Stealer

RACE	ELEM.
Undead	Neutral
CHAR.	Armed
IMMN.	Petrification/Stun/Critical Hit/HP Absorb/MP Absorb

Ghost king. Surprises target before killing with its Dark power. Its scythe slashes and drains the enemy.



Power Art: Stun Attack Lv1

FORTRESS DEFENSE

If you're wondering what happened to the two kids from the intro to this chapter, you'll find out when you near the entrance to Yi'el Village—that's when young Ami and Faulklin will flee into the Geo-Fortress, leading an army of ghosts behind them. Send your fortress protector out through the usual Exit Number 2 to hack through the spirits and protect the refugees. The boss isn't present in the first wave, so begin the fight by using a Freeze spell or a wide-swinging blade to clear out the Ghosts around the Photon Converter. After fighting off several waves, the mighty Soul Stealer will appear. In addition to its scythe, you'll need to dodge its bouncing spell bursts, so you'll want to stay mobile. Use ranged attacks as Cyrille, or combos from a quick weapon as Toma.



NEW PARTY MEMBERS



234 HP	LV. 3	CLASS	RACE	EQUIP.	NOTE
Amitaliri		Mage	Magnus	None	Immune to Lightning, resists Dark, open to Knockback
A girl from an elite Magnus family from which many La Vaes were born. Reckless and truant, Neglects her training but is skilled at magic.					



175 HP	LV. 3	CLASS	RACE	EQUIP.	NOTE
Faulklin		Priest	Quintol	None	Heals, resists Light, immune to Critical attacks
A peace-loving Quintol boy. He learned the art of healing and light magic to assist his good friend, Amitaliri.					



PRISON OF ROCK: ORC SLAVE

Secret Art: Wizard's Lore (headgear)

The first Prison of Rock contains a giant Orc Slave that is far deadlier than its normal-sized brethren. Toma should circle away from its club arm as he charges the special attack of the Curved Blade weapon, which is excellent against bosses. Cyrille will have a tougher time with this fight, and should use her party members as a shield while she fires a barrage of fireballs. If things go horribly wrong, remember that you can now warp back to the Geo-Fortress with the R3 button. If you can claim victory, you'll earn a Secret Scroll that can be used to boost the stats of any piece of armor—a very worthy prize.



BOSS

Orc Slave

	RACE	ELEM.
	Orcs	Neutral
CHAR.	Armed/Armored	
IMMN.	None	

An unintelligent Orc soldier. Loves sleeping, punching things, and eating wild boars.



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North Ilnad Forest



to South
Ilnad Forest

to North Paora Plains

to Ilnad Forest.
Entrance

North Ilnad Forest

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Wild Boar	Beastlings	Neutral	Armed/Armored	None
A small but powerful beast. Can be tasty if stewed or broiled. Beware of its charge and enjoy a tasty, meaty meal.				

Let Sleeping Boars Lie

You'll find a chest with a piece of equipment for Ami at the entrance to the North Ilnad Forest, but you'll need to warp back and have it identified by Bornay before she can equip it. At the center of the map you'll encounter a massive mother boar that—mercifully—is fast asleep. You can wake her up by attacking her or the piglet, but doing so would provoke a fight you have little hope of winning. If you return to slay her when you're stronger, she'll drop a precious piece of Core Metal.






The path to the Black Metal stretches south from the boars, but curious explorers may want to smash down a barricade and poke their heads into the North Paora Plains to the east. You're unlikely to survive any real combat there, but you can grab 9,000 Mythrill from a nearby crystal. If you don't mind risking some Wild Boar attacks, you can run a little deeper into the area to activate an Ancient Arena Warp Gate.

South Ilnad Forest



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Hell Ant 	Insects	Neutral	Scaled	None
A giant insect mutated with Flame magic. Spews flames from its mouth.				
Nether Ants 	Insects	Neutral	Scaled	None
A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.				
Wild Boar 	Beastlings	Neutral	Armed/Armored	None
A small but powerful beast. Can be tasty if stewed or broiled. Beware of its charge and enjoy a tasty, meaty meal.				

Where the Wild Boars Roam

Power Art: Knockback Res. Lv1

The South Ilnad Forest is lousy with ants and boars, but there are plenty of great items to be found as well. Learn a new Power Art, then head east to activate a Warp Gate outside of an Ancient Arena. Plenty of treasures await inside, and there will also be an enhanced Ring or Bracelet hidden behind the entrance.



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Progress southwest past a few more chests to reach another Prison of Rock, then continue further south to reach a locked gate and the lever that opens it. Leave the gate shut while you clear out the nearby Wild Boars, then continue to the south end of the map to pick up some gear for Faulklin. The Saint's Words equipment will allow him to add damage-dealing Holy spells to his repertoire of healing magic.



PRISON OF ROCK: WILD BOAR

Secret Art: Quick Reflex (shield)

This giant Wild Boar has little nudge attacks that you can easily survive, but its full-on running charge can instantly zero out a full HP bar. It can turn surprisingly quickly, so use quick weapons that will allow you to stay light on your feet. If it does charge and miss, run after it—it will fall down at the end of the charge and you can get several free hits in! This is a risky fight, but shield Secret Arts are rare so it's nice to get this one early.



BOSS

Wild Boar

RACE	Beastlings	ELEM.	Neutral
CHAR.	Armed/Armored		
IMMN.	None		

A small but powerful beast. Can be tasty if stewed or broiled. Beware of its charge and enjoy a tasty, meaty meal.

ANCIENT ARENA

Secret Art: Rough-and-Ready (weapon)

Power Art: Orc Killer

You'll be surrounded by a massive pack of Orcs in the second floor, so use a crowd control weapon like the Oni Club to give yourself some breathing room. Once you've dispensed with the chum, switch to the Sky Slash charge attack of Toma's Curved Blade, which will knock down the Orc Champion boss nearly every time. You can then hit the boss while it's down, charging up another Sky Slash for when it gets up. The treasure trove of prizes includes Core Metal, a Power Art, Healing Water for Cyrille and a Secret Art Scroll.



Guardians of the Black Metal

Power Art: MP Regenerate. Lv1

Faulklin's spells will come in handy as you wipe out the Wild Boars from behind the gate—there's no reason to open it when you can kill them from the other side with spells! Hit the lever only when the coast is clear, then destroy the generator that was spawning the boars. Behind it you'll find the cave that contains the Black Metal, but don't step inside before you thoroughly search the weeds to either side. You'll find two hidden chests and several Mythril crystals.



The cave is guarded by a truly obscene number of Wild Boars, so use area-effect attacks like the wide swing of a two-handed weapon or Cyrille's Freeze spell. The Black Metal will appear when the cave is cleared of foes, along with two pieces of Core Metal and the extremely useful MP Regenerate Power Art.

FORTRESS DEFENSE

This is the first chapter to feature random Fortress Defense battles, so if you take too long searching for the Black Metal, don't be surprised if a pack of Orcs appears to lay siege to your base. Early in the game, random battles are often tougher than the fixed ones that are part of the storyline, but you'll usually receive a piece of Cure Metal as a prize for winning. If the Photon Converter is badly damaged after the fight, bring a piece of Cure Metal to the control panel to restore your Geo-Fortress's lost HP.



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RULERS OF THE WORLD

CHAPTER 4

The Geo-Fortress

A Fortress Under Siege

Noswald forces are closing in on the Geo-Fortress, so it's time to slip behind enemy lines and do what you can to end their offensive. The quickest way to reach the Noswald Empire is to warp to the Ruins of Yi'el Village and walk northeast to the Norda Checkpoint.



Phillip
We suspected it wouldn't be too difficult to separate you from the castle...

Before you depart, upgrade your Energy Generator and your heroes, then switch to Cyrille and pay a visit to your Residential Block. Ami and Faulklin have set up a room, and both have gifts of rare Power Arts that they'll only present to a fellow magic-user. However, Cyrille must be at least level 10 to receive them, so if you aren't quite there yet, you'll need to return later. You'll also find a new merchant in your base this chapter. Ieyasu will offer to bundle all of a character's Healing Waters into a single item slot. It's a useful service, but it doesn't come cheap.



Amatalia
So I'll give you this, my new rival. Only a heroine like me could show her rival this kind of grace!

FORTRESS DEFENSE

When your hero reaches the checkpoint, you'll learn that you've played right into Phillip's hands. The Noswald forces will choose that moment to strike at the Geo-Fortress with a variety of powerful new enemies that include Freeze Dragonettes, Lizard Knights, and Moving Generators lead by a draconic robot known as a Dragott. You may want to check your arsenal to see if you have any weapons with an inherent advantage against such foes; the Curved Blade is especially effective against Lizardmen, and Steel Slicer and Steel Cross-bow weapons deal extra damage to armored foes. Try to take out the Moving Generators to reduce the stress on your Photon Converter and net some quality item drops, then destroy the Dragott to end the battle.



BOSS

Dragott

RACE	ELEM.
Robots	Neutral
CHAR.	Armed/Armored
IMMN.	HP Absorb/MP Absorb









A giant machine excavated by Noswald. Attacks by tackling and stomping, and can also create two swords to stab with.



Il'Gonia, Lake Narda



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Cyclops 	Giants	Neutral	None	Stun
	A powerful, one-eyed Giant. Good with stun attacks and also knockback attacks by tackling.			
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creature with which to protect itself.			
Nether Ants 	Insects	Neutral	Scaled	None
	A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.			
Orc Champion 	Orcs	Neutral	Armed	None
	Orc king. Enormous compared to other Orcs. Gives reckless orders to his troops.			
Orc Slave 	Orcs	Neutral	Armed/Armored	None
	An unintelligent Orc soldier. Loves sleeping, punching things, and eating wild boars.			
Orc Slinger 	Orcs	Neutral	Armored	None
	An Orc soldier with bombs on his back. The bombs are duds, but they're still painful to be hit with.			
Orc Vulgar 	Orcs	Neutral	Armed/Armored	None
	Proud of his power. Swings his hammer to knock enemies out. Dodge it and he won't be a threat.			
Spark Dragonette 	Dragons	Lightning	Winged/Scaled	Lightning/Critical Hit
	A baby Spark Dragon. Its thunder breath may be weak but it is still a dragon—do not underestimate its power.			

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The Narda Checkpoint

After fighting off the first wave of invaders, you'll regain control of your Narda Checkpoint hero. Phillip will beat a hasty retreat, leaving behind a few items and a piece of Core Metal. You'll also find a dug-out tunnel that leads to deep below the surface. You'd be wise to heed the warning on the sign—at this point you're probably 40 levels too low to defeat the mighty Garyu. If you insist on trying, save first—you probably won't survive its first hit. If you somehow do triumph, a deeply impressed Garyu will join your party.



The Bridges of Lake Narda

You'll emerge from the checkpoint to find yourself in a network of bridges surrounding Lake Narda. The thin platforms make avoiding foes difficult, so Toma should battle aggressively to kill monsters as soon as they appear, while Cyrille should hide behind tougher fighters like Gadfort and use long-range spells. Those same long-range attacks will come in handy when you see the treasure chest on a distant broken bridge—blast it from afar and the loot will bounce straight to you.



BOSS

Orc Champion

RACE
Orcs

ELEM.
Neutral

CHAR. Armed

IMMN. None

Orc king. Enormous compared to other Orcs. Gives reckless orders to his troops.



PRISON OF ROCK: ORC CHAMPION

Secret Art: Orc Slayer (weapon)

The super-powered Orc Champion in this Prison of Rock is an extremely challenging foe. If your heroes are in the level 10-12 range, even Toma probably won't be able to survive a second hit. Coming back later is the safest strategy, but if you're determined to kill the Orc Champion now, Cyrille may be able to pull it off. Before the battle, hold down R2 to lock your party members in place and push Gadfort towards the rock. Then smash it and fall back to the location of your other party member, out of the Orc Champion's sword range. The Orc Champion will exclusively attack Gadfort (keep holding R2!) while you can blast him with crossbow bolts, ideally from a crossbow with the Orc's Weak Point ability. Use your Healing Waters on Gadfort whenever he drops into the danger zone (probably after every other hit) and if you do everything just right, you can kill the Orc Champion before you run out of Healing Water. The prize makes it all worthwhile—the Orc Slayer Secret Art allows you to kill any orc in a single hit!



The Goran-Goran Cavemouth

The entrance to the Goran-Goran Cave is blocked by a pile of crates and guarded by a giant Cyclops that won't go down easily. Cyrille should once again rely on Gadfort to provide a distraction, while Toma should try to knock the Cyclops off its feet for easy follow-up attacks. Pick up a Core Metal as your prize, then smash through the crates to reveal both a Warp Gate and the cave entrance.



BOSS



Cyclops

RACE
Giants

ELEM.
Neutral

CHAR. None

IMMN. Stun

A powerful, one-eyed Giant. Good with stun attacks and also knockback attacks by tackling.

PATH OF CARNAGE

If you continue down the path past the Goran-Goran cave, you'll find a Path of Carnage that is packed with new Spark Dragonette enemies that will blast your party with non-stop Spark spells. The dragonettes are resistant to most magic and completely immune to Lightning, but Cyrille may still be the best choice of characters—she's more likely to have armor with high Lightning resistance, and a good crossbow can be quite effective against winged foes.

At the end of the path you'll find a chest with a Light Charm, but as soon as you lift the lid a massive wave of Dragonettes will appear behind you. If they all cast their Spark spells at once, they'll tear through your HP rapidly, so keep several bottles of Healing Water at the ready.



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Goran-Goran Cave 1F



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creature with which to protect itself.			
Lizard Knight	Lizards	Neutral	Armed/Armored/Scaled	None
	A Lizard knight. Naturally fights in a group. If you see one, expect ten others.			
Lizard Mage	Lizards	Neutral	Scaled	None
	A Lizard Witch. Talented in magic. Wields Flame and Lightning spells.			
Skeleton	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton warrior with a big club, animated by evil powers. Its joints are weak, so critical attacks are effective against it.			
Skeleton Archer	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton archer that fires tree-sized arrows. Animated by evil powers. Its joints are weak, so critical attacks are effective.			
Skeleton Mage	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton wizard who uses powerful magic. Animated by evil powers. Its joints are weak, so critical attacks are effective.			

Faulklin Pays His Keep

The Goran-Goran Cave is crawling with undead creatures, which makes Faulklin an ideal companion. With the Saint's Words equipment he'll be able to both heal your wounds and clear rooms of Skeletons with his Light-type spells.



Head West to Go East

The exit you seek is to the right of the entrance, in the southeast corner of the map. But all of the paths to the east are blocked, so you'll have to circle around through the west. First head to point A, where you'll find the Magic Casting Power Art against the west wall. Nearby are two rooms with chests that contain random armaments, but you'll provoke enemy ambushes if you go for either.

Power Art: Magic Casting Lv1

Secret Art: Fox Spirit (headgear)



From Point A, follow the west wall north until you reach the series of caverns at Point B. One contains a piece of Core Metal, while another contains a switch that will lower the gate to the south, but both are heavily guarded. When the rooms are cleared and you've flipped the switch, head south to Point C. There you'll find a piece of Cure Metal and a Secret Art Scroll. Backtrack down the stairs to the west and head southeast to a well-lit bridge. As you cross, the Noswald Army will launch their second attack at the Geo-Fortress.

FORTRESS DEFENSE

This battle introduces artillery units that can strike at the Photon Converter from across the battlefield. The largest cannon is this battle's boss, so rush to the other end of the field to get behind it and start smashing. This is easy for Toma, who can clear the cannon's defenders with a large weapon, but much tougher for Cyrille. She'll have to try to push through with a Freeze spell or painstakingly eliminate the defenders (and their Generators) one at a time.



BOSS

Noswald Large Artillery

RACE
Robots

ELEM.
Neutral

CHAR. None

IMMN. Petrification/Stun/Knockback/Float/Knockdown/
HP Absorb/MP Absorb

A Noswald siege weapon. Fires powerful rounds from its gigantic turret to destroy its targets.



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The South Side of the Bridge

Cross the bridge at Point D to learn another Power Art, then continue south to find the entrance to the room at Point E. Inside you'll find another piece of Core Metal and a bottle of Healing Water for Toma, as well as several waves of enemies.

From there it's an easy trip east to point F, where you'll find the exit guarded by a massive Steel Golem. Toma should scour his inventory for a Steel Slicer or some other weapon that is effective against golems, and circle around striking at its back. Cyrille should cast as many fireballs as she can before switching weapons, ideally to a Steel Crossbow. Killing the Golem will drop the gate, but if you thirst for more combat, there's a Prison of Rock right nearby...



Power Art: Quick Swing Lv1



BOSS

Steel Golem



RACE	ELEM.
Golems	Lightning
CHAR.	None
IMMN.	Lightning/Petrification/Critical Hit/HP Absorb/MP Absorb

A Golem made of steel. Tough and powerful. Draws thunder power from the earth to use his Spark Bomb.



PRISON OF ROCK: LIZARD KNIGHT

Secret Art: Rising Dragon (weapon)

The Lizard Knight in the Goran-Goran Cave shouldn't be too tough to beat at this point in the game, especially for Toma. His Curved Blade gains a significant damage bonus against lizardmen, and its Sky Slash charge attack is excellent against bosses. The Lizard Knight doesn't have a lot of range, so it should be easy to charge up your attack from out of range and then move in for the strike.



BOSS

Lizard Knight

RACE	ELEM.
Lizards	Neutral
CHAR.	Armed/Armored/Scaled
IMMN.	None

A Lizard knight. Naturally fights in a group. If you see one, expect ten others.



North Il'Gonia Valley

The Thunderbolt of the Gods

to Goran-Goran
Cave 1F

to Goran-Goran
Cave 2F

North Il'Gonia Valley

You'll emerge in North Il'Gonia Valley, an area that is currently free of enemies. Search the grass to the right for hidden gold coins, then proceed down the path to the crumbling outer wall. Zenus will teach you how to use the Geo-Fortress's cannon by pressing the triangle button and lining up a shot on the rubble. Beyond the blast site you'll find a Goddess Fountain, a Warp Gate, and just between them—Phillip's camp.



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creature with which to protect itself.				
Noswald Artillery	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A Noswald siege weapon. Fires rounds to destroy its targets.				
Wolf Baron	Beastlings	Neutral	Armed/Armored	None
One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.				



Phillip's camp is protected by several artillery units that can freely swivel to blast your characters. Eliminate them as quickly as possible, and then move on to the Generator. Unlike other Generators that can recover health as long as their spawn are on the battlefield, this Generator will become vulnerable early in the fight. Don't be afraid to use the Geo-Fortress cannon again—it can take off over half its health in a single blast!

The Beastling, Duga

Phillip will dispatch a powerful beastling named Duga to cover his tracks, but Duga doesn't have much of a stomach for battle and will flee the scene after you exchange a few blows. Chase him down to a second Goran-Goran Cave entrance, where Zenus will summon you back to the Geo-Fortress. Examine out the Power Art Stone (it will come in handy quite soon), then head back towards the Warp Gate. Before you return home, complete your exploration of the map so you can raid the southwest treasure chest without any enemy opposition. Search the grass near it (and near the Mythril Crystal on the way) to uncover more gold and a pinch of Fairy Dust.



Power Art: Frost Resist Lv1

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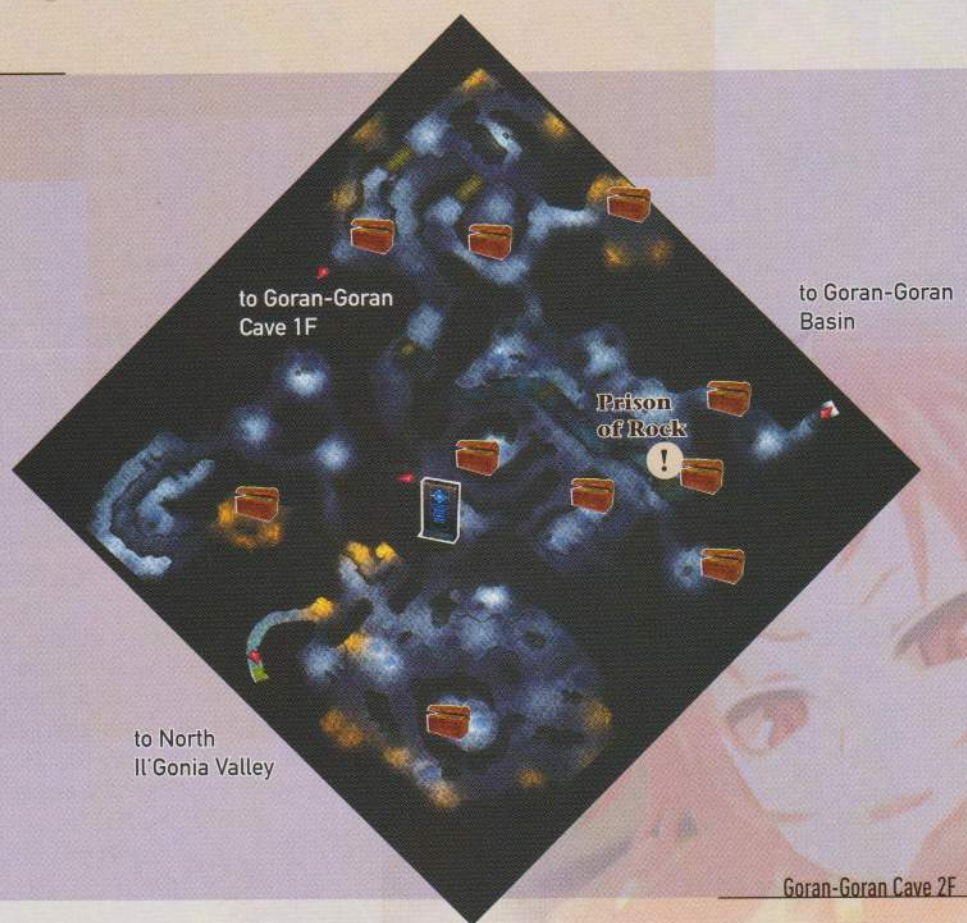
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BEASTLING WARRIOR

CHAPTER 5



Goran-Goran Cave 2F













More Treasures to Unearth

The cave entrance west of the Noswald Empire camp leads directly to Goran-Goran Cave's second floor, where you'll find the exit to Goran-Goran Basin and a few well-hidden treasures. First, follow the wall west to the southwest wing of the cave, and loop around to the torch-lit room with a Core Metal stand and a chest. Opening the box will trigger a battle, but it's worth it—the Sign of Life Secret Art Scroll adds HP-boosting properties to any suit of armor.

Secret Art: Sign of Life (armor)



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creature with which to protect itself.			
Ghost 	Undead	Neutral	None	Stun/Critical Hit/HP Absorb/MP Absorb
	Ghost. Moves through walls to attack. Lacks physical form, making it less vulnerable to physical attacks.			
Hell Ant 	Insects	Neutral	Scaled	None
	A giant insect mutated with Flame magic. Spews flames from its mouth.			
Lizard Knight 	Lizards	Neutral	Armed/Armored/Scaled	None
	A Lizard knight. Naturally fights in a group. If you see one, expect ten others.			
Lizard Mage 	Lizards	Neutral	Scaled	None
	A Lizard Witch. Talented in magic. Wields Flame and Lightning spells.			
Nether Ants 	Insects	Neutral	Scaled	None
	A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.			
Skeleton 	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton warrior with a big club, animated by evil powers. Its joints are weak, so critical attacks are effective against it.			
Skeleton Archer 	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton archer that fires tree-sized arrows. Animated by evil powers. Its joints are weak, so critical attacks are effective.			
Skeleton Mage 	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton wizard who uses powerful magic. Animated by evil powers. Its joints are weak, so critical attacks are effective.			
Steel Golem 	Golems	Lightning	None	Lightning/Petrification/Critical Hit/HP Absorb/MP Absorb
	A Golem made of steel. Tough and powerful. Draws thunder power from the earth to use his Spark Bomb.			

From there, make your way to the center of the map, where you'll find a staircase down to 1F. This staircase connects to an area that wasn't previously accessible, and it's worth the trip, since you'll find another piece of Core Metal and Gadfort's Charge Knight

equipment down there. But even that doesn't compare to the loot you'll find down the other staircase, which is just a few steps to the northwest. That one leads to a small 1F room with Core Metal, a bottle of Healing Water for Cyrille, and Avalon's right arm.



To the Ice Fields of Noswald

There are random treasures to be found elsewhere in the cave, but that's it for major items. When you're ready to move on, cross the river to the northeast corner of the map, where you'll find a Prison of Rock and the tunnel that ultimately leads to the exit. Be ready for a battle, though—the exit is guarded by a seriously tough Lizard King and a small army of Lizard Knights and Mages. Like the Generator, the Lizard King cannot be damaged until a few waves of his minions have been killed, so keep your distance from him and concentrate on the weaker foes. Then take out the Generator and bring down the king.



BOSS

Lizard King

	<h1>Lizard King</h1>		
	RACE Lizards	ELEM. Neutral	
CHAR.	Armed/Armored/Scaled		
IMMN.	None		
Lizard King. leads Lizards into battle wielding a giant sword and a shield with great power.			



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BOSS

Nether Ants

RACE	ELEM.
Insects	Neutral
CHAR. Scaled	
IMMN. None	

A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.

PRISON OF ROCK: NETHER ANT

Secret Art: Conceal Weakness (shield)

The Nether Ant in the Goran-Goran Cave Prison of Rock is a weak boss that will fold up its legs after only a few combos. But that doesn't mean it isn't dangerous—it can slay a character with a single combo of its own. Toma should lure it out to where he has some maneuvering room, then circle around it to stay away from its mandibles. Cyrille should hold R2 to keep her partners locked in close combat while she blasts it with spells from afar.



FORTRESS DEFENSE

In the first Fortress Defense battle of Chapter 5, your enemies will come at you from the Geo-Fortress Caverns beneath your base. Zenus will guide you out to Exit Number 4, where a warp will take you to your destination. However, you'll have to cut through dozens of Nagas, Skeletons and Generators to even reach the Photon Converter, so prepare to hit the ground running. When you do find the converter, slaughter foes until the "Boss Has Appeared" message appears, then run south to a wide open chamber where you'll find the Skeleton King. Focus most of your attacks on him, but try to also eliminate any Skeleton Mages and Succubi before they can do much damage with their spells.



BOSS

Skeleton King

RACE	ELEM.
Undead	Neutral
CHAR. Armed/Armored	
IMMN. HP Absorb/MP Absorb	

A Skeleton King who commands an army of skeletons. Its joints are weak, so critical attacks are effective against it.



Goran-Goran Basin / Cantore Village





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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Berserker	Beastlings	Neutral	Armed/Armored	None
An aggressive Beastling, as are all Werewolves. A dangerous fighter who fights with only fierce animal instincts.				
Wolf Baron	Beastlings	Neutral	Armed/Armored	None
One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.				

The Road to Cantore

The north exit of the cave will take you to the frosty Goran-Goran Basin, where you'll find a Prison of Rock and not much else. As you proceed north, several waves of Wolf Barons will appear to ambush you. You can end this battle in a single stroke if you can get to the north end of the map and kill the alpha Wolfing behind the Artillery Cannon. Fighting your way up the thin paths is difficult, but once you reach the top it's easy to sneak behind the cannon and slay the commander, opening the door to Cantore Village.



PRISON OF ROCK: WOLF BARON

Secret Art: Fire Nucleus (weapon)

The Prison of Rock in the Goran-Goran Basin contains a giant Wolf Baron that is nearly as tough as the Orc Champion in the previous chapter. Fortunately, the strategy of using Cyrille's partners as shields works well here, too. This time swap out the crossbow for a Volcanon Tome and use the Blaze Lv2 spell to quickly dispatch the weak-to-fire Wolf Baron. Don't forget to heal your allies, or the Wolf Baron will be over their bodies and onto Cyrille within seconds.



BOSS

Wolf Baron

	RACE	ELEM.
	Beastlings	Neutral
CHAR.	Armed/Armored	
IMMN.	None	

One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.



Treasures in a Ghost Town

Power Art: Stun Resist Lv1

The people of Cantore are nowhere to be found, but a few of their valuables remain. Enter the elder's home through the front entrance to find a random piece of armor, and then re-enter through the hidden back entrance to find a Goddess Tear. If you're curious what happened to the villagers, you can read up on town history by examining the back-entrance bookcase repeatedly. Open another chest in the mayor's yard, then head west to activate a Warp Gate, learn a new Power Art, and move on to the Cantore Snowfield.



Cantore Snowfield

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Geist Generator	Robots	Neutral	None	Petrification/HP Absorb/MP Absorb
	A monster generator with the ability to hide itself. Stealthily unleashes hordes of creatures.			
Ghost	Undead	Neutral	None	Stun/Critical Hit/HP Absorb/MP Absorb
	Ghost. Moves through walls to attack. Lacks physical form, making it less vulnerable to physical attacks.			
Phantom	Undead	Neutral	None	Stun/Critical Hit/HP Absorb/MP Absorb
	A ghost of darkness. Approaches enemies unseen. Appears only when attacking and then disappears again.			
Samurai	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai. Its slashing attacks reach further than expected. Beware of its critical strikes.			

Battling Invisible Foes

Power Art: Critical Res. Lv1

The Cantore snowfield is home to two new enemies, both of which are capable of becoming temporarily invisible. The first is a Geist Generator, which only reveals itself when it takes damage. Use wide-swinging weapons and area-effect spells (Like Spark Lv2) to reveal its location, then strike with more focused attacks.

The middle of the map is home to the Ghost Ancient Arena, where you'll also find a Warp Gate and a new piece of equipment for Ami. You'll encounter another enemy ambush further north, this time lead by a spectral Samurai. The Samurai can't be damaged until the Ghosts have been cleared, but keep a wary eye on its movements all the same. After it disappears, it will almost always reappear behind your leader, and you'll have just enough time to get away before its wide sword swing can take a chunk out of your HP bar.

ANCIENT ARENA: GHOSTS

Secret Art: Modest Charm (headgear)

Power Art: Dark Magic Lv1

Darkness spells will be ricocheting wildly around the lower floor of the Ancient Arena, so choose your party based on their Darkness resistance. Cyrille will probably be the best of the heroes, and Faulklin is definitely the best companion. Use area-effect spells and wide-swinging weapons to clear out the Ghosts and Phantoms to buy yourself some dodging room, then turn your full might against the Ghost Master. Finish it quickly, before it can itself heal by draining HP from your party. The treasure includes a Healing Water for Toma and the Dark Magic Power Art.



BOSS

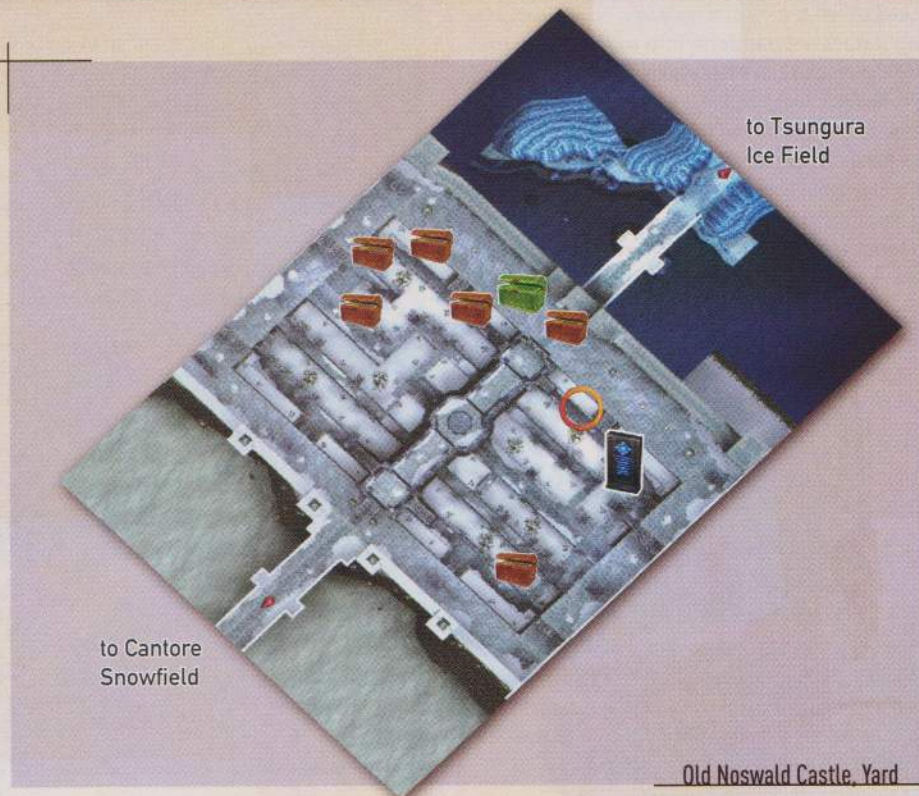
Samurai

	RACE	ELEM.
	Undead	Neutral
CHAR.	Armed/Armored	
IMMN.	Critical Hit/HP Absorb/MP Absorb	







Undead armored samurai. Its slashing attacks reach further than expected. Beware of its critical strikes.



Old Noswald Castle, Yard



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Freezer 	Insects	Frost	Winged	Frost
A bird born from ice. Shoots ice blocks from its beak. Beware when facing a flock of these birds.				
Hell Ant 	Insects	Neutral	Scaled	None
A giant insect mutated with Flame magic. Spews flames from its mouth.				
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creature with which to protect itself.				
Ice Golem 	Golems	Frost	None	Frost/Petrification/Critical Hit/HP Absorb/MP Absorb
A Golem made of ice. Tough, but weak against fire. Draws ice power from the earth to use his powerful Freeze attack.				
Samurai 	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
Undead armored samurai. Its slashing attacks reach further than expected. Beware of its critical strikes.				
Titan 	Giants	Neutral	Armed	Stun
A Giant from the snow fields. Very tough against cold, and also shoots thunder from its body.				

Lifting the Castle Gates

The castle entrance is blocked by gates that won't rise until you destroy the five limbless statues that are scattered around the courtyard. There are two along the eastern wall, one in the eastern courtyard, and two in the western courtyard. Destroying each statue will make a ghostly flame appear on a statue in the central

pathway. There are no statues along the eastern rim of the courtyard, but that path will lead to a chest with Watchful Saint, a new piece of equipment for Faulklin. Make sure to scour the courtyard below for another rare prize, Avalon's right leg.

Power Art: Knockback Atk Lv2



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Melting the Ice Golems

You can now proceed down the central walkway, where each of the five remaining statues will transform into an Ice Golem to block your path. Use Cyrille and have her equip a Volcanon Tome, as Ice Golems are predictably weak to fire and will melt after only a few Blaze spells a piece. However, the third Ice Golem can't be damaged until you've slain its entourage of Hell Ants and Freezers, and the fifth one is trickier still. Focus all of your flames on it from the very start of the fight, because whenever you wipe out a wave of its allies, a much tougher wave will appear. If you can't eliminate the Ice Golem quickly, you'll be trapped in a tight spot with a half-dozen Titans!



When you've melted the final Ice Golem, both the Green Metal and a Core Metal will appear. The gates, however, will remain shut. Warp to the Geo-Fortress and insert the Green Metal into the Control System. You'll find the gates open when you return.

FORTRESS DEFENSE

Your party at Old Noswald Castle won't get more than a few steps through the gate before enemies attack the Geo-Fortress. This time they're coming from a new direction, through an area known as the Temple Ruins. If you have Core Metal to spare, use it to upgrade your new Radar System, and it will make this battle quite a bit easier by displaying the location of every Generator and Artillery unit as a blue dot on your auto-map. It won't specifically point out the boss generator, but we will—it's the one in the southeast corner.



Tsunguru Ice Field

Climbing the Ice Fort

There's a chest and a few Mythril crystals to be found on the outskirts of the Tsunguru Ice Field, but most of the action takes place on the eight-level ice fort. From the first level, head east to reach an outcropping with several chests (guarded by many waves of enemies) and a staircase down to a gated area that contains a difficult Prison of Rock. You'll need to go up a level or two to get around that gate, but if you do you'll find a new piece of equipment for Maebelle at the northeast corner of the map.








To proceed further up the ice fort you'll need to search for levers that will lower the gates that block your path. But whenever you lower a gate, expect a flood of enemies to come pouring out from the other side. Often these Wolfing battalions are lead by an oversized Berserker who cannot be damaged until his grunts have been killed, so do your best to stay out of his claw range as you hunt down his soldiers. With the Wolfings split across several levels, you'll need to thoroughly search the area to find them all. Don't miss the two Power Art Stones as you climb the fort, as both contain skills that will prove invaluable for Cyrille.

Power Art: Frost Magic Lv1

Power Art: Concentration Lv1



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Berserker 	Beastlings	Neutral	Armed/Armored	None
An aggressive Beastling, as are all Werewolves. A dangerous fighter who fights with only fierce animal instincts.				
Freezer 	Insects	Frost	Winged	Frost
A bird born from ice. Shoots ice blocks from its beak. Beware when facing a flock of these birds.				
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creature with which to protect itself.				
Noswald Artillery 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A Noswald siege weapon. Fires rounds to destroy its targets.				
Soldier Wolf 	Beastlings	Neutral	Armored	None
One of the most violent types of Beastlings. Has low power and intelligence, but is a very quick and aggressive fighter.				
Titan 	Giants	Neutral	Armed	Stun
A Giant from the snow fields. Very tough against cold, and also shoots thunder from its body.				
Wolf Baron 	Beastlings	Neutral	Armed/Armored	None
One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.				

Duga's Last Stand

You'll meet Duga at the top of the fort, and this time he won't flee until one of you has fallen. Cyrille should of course rely on long-range Blaze spells, but things will be a little trickier for Toma. Duga can always outcombo you at close range, so charge your attacks from afar and then move in to deliver them at close range. If you wear Frost-resistant clothing to minimize the damage from Duga's long-range ice breath attack, you can defeat him quite safely with hit-and-away tactics. After the battle ends, collect the treasures (which include a Core Metal and a Healing Water for Toma), then speak to Gadfort to end the chapter.



BOSS

Duga

RACE	ELEM.
Beastlings	Neutral
Armed	
Frost	

A Beastling who lost his mind, thanks to Phillip's trickery. He attacks anyone in his path with wild ferocity.



PRISON OF ROCK: BERSERKER

Secret Art: Quicksilver (armor)

The Prison of Rock east of the Ice Fort contains a vicious Wolfing Berserker. Cyrille will want to hide behind Gadfort and pump it full of Blaze spells, while Toma should attack the Fire Nucleus Secret Art to a weapon with Sky Slash and use that repeatedly. Make sure to save first and refill your Healing Waters, because the Berserker packs a punch!



BOSS

Berserker

RACE	ELEM.
Beastlings	Neutral
CHAR. Armed/Armored	
IMMN. None	

An aggressive Beastling, as are all Werewolves. A dangerous fighter who fights with only fierce animal instincts.



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UNDERSTANDING EACH OTHER

CHAPTER 6

North Paora Plains



A Tough Journey Ahead

Your quest will become much more challenging in this chapter, so you're going to need all the help you can get. Speak to each of your party members to collect a few goodwill gifts, including the mighty Fang Tienchi two-handed weapon for Toma. If your heroes aren't at least in the mid-20's, consider spending some time in your base's Training area to wrack up experience before you begin your search for the Blue Metal.



The Road to Ranburr's Tomb

Warp to Ruins of Yi'el Village as a starting point, then head west and cut through the North Ilnad Forest, taking the path that used to be blocked by a barricade. The Wild Boars in the North Paora Plains remain a threat, so don't drop your guard as you explore this small area. Outside of the Wolfing Ancient Arena and a Power Art, there isn't too much to find, so follow Zenus's directions and proceed quickly to the Northwest Paora Plains.

Power Art: Critical Res Lv2





ANCIENT ARENA: WOLFLINGS

Secret Art: Devil Spark (weapon)

Power Art: Beastling Killer

Wolflings have a great deal of speed and attack power, but their weak armor and vulnerability to flame give you a shot at victory even at your current level. If you waded into the battlefield with Toma, you'll need a quick striking weapon (preferably one with a knockback effect) and easy access to your Healing Water. And don't forget to scour your inventory for rings and weapons with the Beastling's Weak Spot ability! Cyrille should use the Healing Water to keep her allies alive as she runs from the wolves and blasts fireballs at her pursuers.



Northwest Paora Plains



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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
Harpy Hunter 	Harpies	Neutral	Armed/Armored/Winged	None
Orc Champion 	Orcs	Neutral	Armed	None
Orc Slave 	Orcs	Neutral	Armed/Armored	None
Orc Slinger 	Orcs	Neutral	Armored	None
Orc Vulgar 	Orcs	Neutral	Armed/Armored	None
Wild Boar 	Beastlings	Neutral	Armed/Armored	None

Two Roads to the Tomb

You can stay on the same path to cut quickly through the Northwest Paora Plains, (pausing only to pick up a Power Art and challenge a fairly easy Prison of Rock), or you can descend into the grasslands below the path and raid orc and harpy camps to earn loot and experience. If the lower route leaves you thirsting for more combat, truly adventurous players can continue on to the lower region of North Paora Plains, and from there visit a half dozen other areas that have nothing to do with the quest at hand.



PRISON OF ROCK: HARPY KNIGHT

Secret Art: Harpy Slayer (weapon)

The Prison of Rock by the waterfall holds a Harpy Knight, and is one of the easier Prison of Rock challenges. You probably have some sort of weapon on hand with a Harpy's Weak Spot special ability, or at least something that is especially effective against Armed, Armored, or Winged foes. But even if your arsenal is lacking, knockback attacks from a heavy weapon or long-range spells should make quick work of this middling knight. Your reward is the Harpy Slayer Secret Art, which you should attach to weapons for both Toma and Cyrille before you proceed much further.



BOSS

Harpy Knight

RACE	ELEM.
Harpies	Neutral
CHAR.	Armed/Armored/Winged
IMMN.	None

An armed Harpy knight. Beware of its powerful jumping charge attacks.



West Paora Plains



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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Cyclops	Giants	Neutral	None	Stun
A powerful, one-eyed Giant. Good with stun attacks and also knockback attacks by tackling.				
Lizard King	Lizards	Neutral	Armed/Armored/Scaled	None
Lizard King. Leads Lizards into battle wielding a giant sword and a shield with great power.				
Lizard Knight	Lizards	Neutral	Armed/Armored/Scaled	None
A Lizard knight. Naturally fights in a group. If you see one, expect ten others.				
Lizard Mage	Lizards	Neutral	Scaled	None
A Lizard Witch. Talented in magic. Wields Flame and Lightning spells.				
Moving Generator	Robots	Neutral	None	Petrification/HP Absorb/MP Absorb
A monster generator with the ability to move on its own. Can dodge attacks.				
Nether Ants	Insects	Neutral	Scaled	None
A giant insect altered by the power of Darkness. Wanders aimlessly and uses its claws to attack.				

The West Paora Foothills

There are two paths that connect the Northwest Paora Plains to the West Paora Plains, and while the high road is much more direct, it certainly has its perils. As soon as you use it to cross into the West Paora Plains, a falling gate will trap you on a thin road with an army of Cyclopes. You won't be able to leave or warp out until the giant boss Cyclops is found and slain, so don't enter the west plains if you're low on Healing Water! The trick to beating the giant Cyclops is to whack it repeatedly with a quick weapon that has a high Stun Attack rate (something you can make yourself by attaching the Rough-and-Ready Secret Art to a heavy weapon like the Fang Tien-chi). Your constant swings should prevent the Cyclops from ever getting a hit in edgewise.

When the Cyclopes are finished, proceed south, following Zenus's directions to reach the entrance to the Paoraburr Cavern, a Power Art Stone, a Warp Gate, a Prison of Rock, and the Giants Ancient Arena. The cavern entrance is guarded by another giant Cyclops, but he'll fall for the same trick as the last one.



ANCIENT ARENA: GIANTS

Secret Art: Giant's Rage (weapon)

Power Art: Giant Killer

The Titan Master is surprisingly spry for a creature of its size, and dealing with its henchmen won't be easy if it's actively involved in the fight. When you warp to the bottom floor, run in the opposite direction of the boss (left) and try to keep it out of the fight for as long as possible while you pick off the lesser giants with fireballs or special attacks. When it's time to take on the big guy, surround it with party members so Cyrille can attack from afar or Toma can sneak in from behind. If this Arena is too tough, wait till you get a Giant Hammer weapon in a later chapter—it will make things a whole lot easier.



Power Art: Lightning Res Lv1



PRISON OF ROCK: CYCLOPS

Secret Art: Flash of Despair (weapon)

There are two ways to approach the powerful Cyclops in the foothills Prison of Rock. As Toma, you'll want to use a weapon with a high Stun Attack rate, and put some spare Mythril into Stun Attack and Skill Boost Power Arts. Lock magic-using party members in place behind you and swing with wild abandon. You won't stun it all the time, but you'll succeed often enough to counter some of its attacks. When the Cyclops's swings do connect, quickly use Healing Water before it can swing again! As Cyrille, use the typical trick where you hide behind Gadfort and plug it with Blaze spells. You just can't beat the classics!



BOSS

Cyclops

	RACE	ELEM.
	Giants	Neutral
CHAR.	None	
IMMN.	Stun	

A powerful, one-eyed Giant. Good with stun attacks and also knockback attacks by tackling.

The West Paora Wetlands

The low road takes you along a thin river that surrounds a series of islands. You won't face anything as menacing as the boss Cyclopes down here, but a trio of Moving Generators will spawn a steady stream of Lizardmen, lead by powerful Lizard Kings. Follow the river, keeping your eyes peeled for a chest on a tiny island in the water. Hitting it is difficult—arrows and fireballs simply won't do the trick. But if you have a Tome of Dark (which Botnay will sell from time to time) you can blast the chest with Dark Arrow spells, netting a set of two Goddess Tears.



PATH OF CARNAGE

Power Art: HP Boost Lv5

Power Art: Critical Rate Lv3

This Path of Carnage is a sizeable underground sewer that has several exits and entrances. One leads to a chest and Power Art Stone, another leads to the Stalker Ancient Arena (complete with a Warp Gate, fortunately, as it's much too difficult to beat now), and the third leads to an island with another entrance into the dungeon, allowing you to reach some minor treasures in an otherwise inaccessible area. The dungeon is packed with undead creatures, so Faulklin is a must-have companion. But his holy spells won't be much help when you're ambushed by a pack of Lizard Kings on one of the islands—be ready for a fight whenever you step through a door to the surface.



ANCIENT ARENA: STALKERS

Secret Art: Earth Talisman (headgear)

Power Art: Snake Killer

Stalkers are demons that rise from the ground to strike at your back with savage claws. They're pretty resistant to magic, so Toma is the best choice for this arena, especially if you have gear that boosts his Dark resistance. (The Holy spells of Cyrille and Faulklin will help clear out the lesser stalkers, but the Dark Master bosses are completely impervious to Light spells and attacks.) This is a very difficult Ancient Arena to challenge when you first encounter it, so you may want to wait until you're level 40, or gain an anti-Demon weapon like the Noswald Axe. But clear the arena as soon as you're able, because the incredible Earth Talisman Secret Art will literally double Cyrille's MP.

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Paoraburr Cavern

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Lesser Vampire	Undead	Neutral	None	Knockback/HP Absorb/MP Absorb
Skeleton	Undead	Neutral	Armed	HP Absorb/MP Absorb
Skeleton Mage	Undead	Neutral	Armed	HP Absorb/MP Absorb
Succubus	Demons	Neutral	Winged	Petrification/MP Absorb

A less powerful Vampire. Stabs enemy with its hands to steal life. Uses stolen life to heal itself.

A skeleton warrior with a big club, animated by evil powers. Its joints are weak, so critical attacks are effective against it.

A skeleton wizard who uses powerful magic. Animated by evil powers. Its joints are weak, so critical attacks are effective.

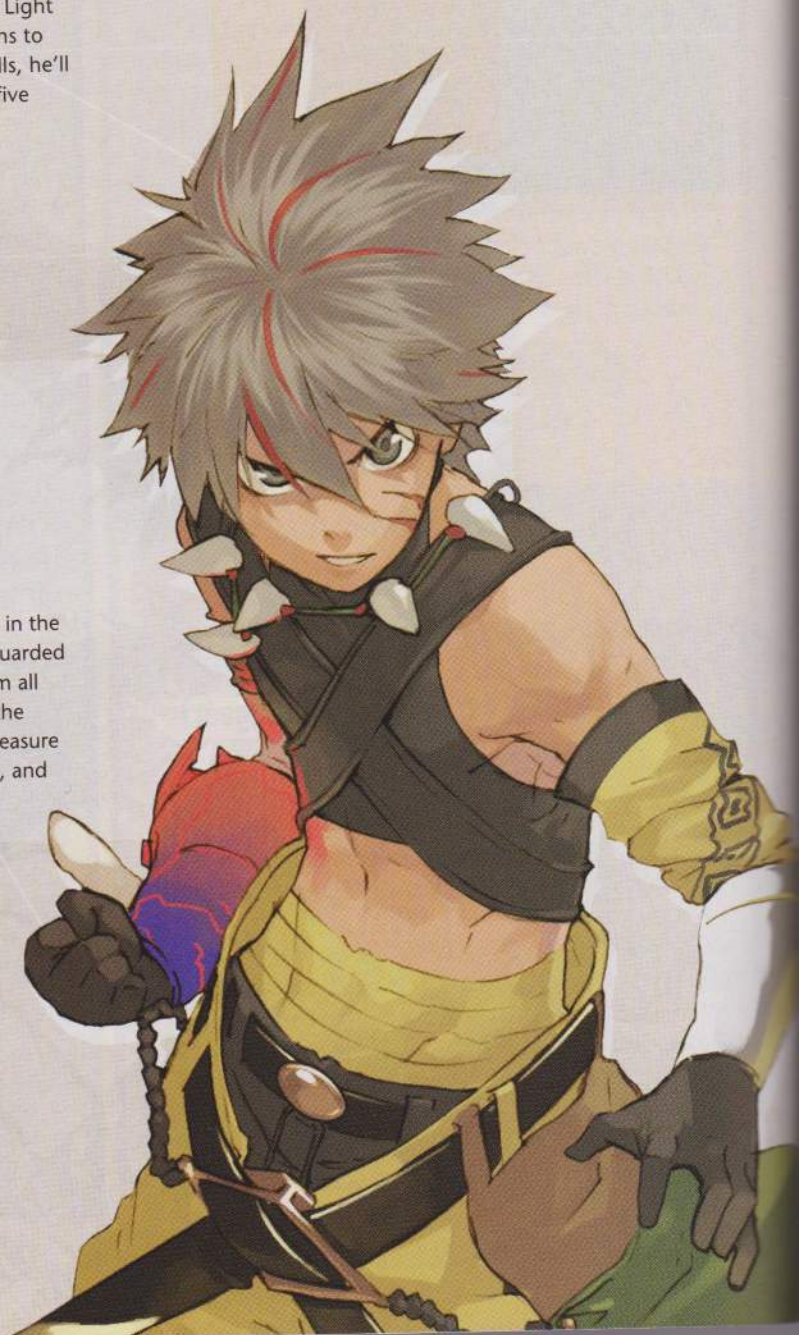
A creature specialized in healing. Beautiful to look at, but it is also very deadly with magic and melee attacks.

The Altar of Darkness

In the heart of Paoraburr Cavern you'll meet a Lesser Vampire and its pack of undead minions, so you'll want Faulklin by your side for this stretch of the game. Cyrille should switch to a Tome of Light if she has one, and Toma should use wide-swinging weapons to protect himself from being swarmed. When the Vampire falls, he'll drop a bottle of Healing Water for Cyrille and a chest with five Darkness Runes.



The path to Paoraburr Trail is blocked by a statue, so head in the other direction. You'll find a lever that will clear the path, guarded by a second wave of Succubus-lead Skeletons. Destroy them all to unseal the door to the Altar of Darkness where, despite the ominous name, you'll find nothing but good things. The treasure includes a Core Metal, Faulklin's Enduring Saint equipment, and Avalon's left arm.



Paoraburr Trail



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creature with which to protect itself.				
Harpy Hunter	Harpies	Neutral	Armed/Armored/Winged	None
A Harpy hunter with a bow. Slow-moving, but watch out for its dangerous long-range shots.				
Harpy Knight	Harpies	Neutral	Armed/Armored/Winged	None
An armed Harpy knight. Beware of its powerful jumping charge attacks.				
Iron Harpy	Harpies	Neutral	Winged	None
A lowly Harpy slave soldier. Watch out for its diving attacks from above.				
Thunder Bird	Insects	Lightning	Winged	Lightning
A bird born from thunder. Shoots thunder from its beak. Beware when facing a flock of these birds.				

The Lighting-Scarred Hills

The fauna of Paoraburr Trail practically crackle with electricity. Check for rings and armor that will boost your Lightning resistance, and equip everything you can, since many of the foes here are fond of the Spark spell. You'll find the Lightning-themed Ancient Arena on your walk west, and shortly beyond that a gate will shut behind you. Aggressively battle through multiple waves of Thunder Birds to reach the boss Thunder Bird and Iron Harpy, both of whom must be slain to end the encounter. You'll find the path to Ranburr's Tomb on a nearby bridge.



ANCIENT ARENA: LIGHTNING

Secret Art: Unbeatable Courage (armor)

Power Art: Lightning Pursuit

This is the first of the elementally-themed Ancient Arenas, where you'll face a powerful Spark Dragon and a host of monsters united by a love of Spark spells. The trick here is to boost your Lightning resistance as high as possible by selecting armaments with high magical resistance or the Resist Lightning special ability, and by pumping some Mythril into the Lightning Resistance Power Art. If you can get your Lightning resistance into the 60-70 range, and you have Lightning-immune Ami by your side, you'll have a good shot at taking this arena down. But be ready to deal with a handful of Berserkers when you reach the lower floor—their razor-sharp claws don't care about your Lightning resistance score.



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Ranburr's Tomb



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Ghost	Undead	Neutral	None	Stun/Critical Hit/HP Absorb/MP Absorb
Ghost. Moves through walls to attack. Lacks physical form, making it less vulnerable to physical attacks.				
Phantom	Undead	Neutral	None	Stun/Critical Hit/HP Absorb/MP Absorb
A ghost of darkness. Approaches enemies unseen. Appears only when attacking and then disappears again.				
Skeleton	Undead	Neutral	Armed	HP Absorb/MP Absorb
A skeleton warrior with a big club, animated by evil powers. Its joints are weak, so critical attacks are effective against it.				
Skeleton Archer	Undead	Neutral	Armed	HP Absorb/MP Absorb
A skeleton archer that fires tree-sized arrows. Animated by evil powers. Its joints are weak, so critical attacks are effective.				
Skeleton Mage	Undead	Neutral	Armed	HP Absorb/MP Absorb
A skeleton wizard who uses powerful magic. Animated by evil powers. Its joints are weak, so critical attacks are effective.				
Succubus	Demons	Neutral	Winged	Petrification/MP Absorb
A creature specialized in healing. Beautiful to look at, but it is also very deadly with magic and melee attacks.				

Secrets of the Boneyard

The Blue Metal is contained within the pyramid at the center of this map, but you'll want to spend a bit of time in the graveyard gathering treasures and experience before you challenge its powerful protectors. Several graves can be searched (look for the orange circles) and each will spawn a wave of skeletal foes. Wipe them all out and a treasure chest may appear atop the pyramid. Be thorough—one such chest contains a piece of partner equipment.

Power Art: Critical Rate Lv1



You'll find more treasure on the northern outskirts of the graveyard, where chests are hidden at either corner of the map. Still more treasure can be found at the feet of the fireball-hurling statues that protect certain graveyards; you can't destroy these devices, so you'll either need to make a mad rush to the treasure or use an Invisibility spell (from Cyrille's Tome of Dark) to sneak up and grab it.



ANCIENT ARENA: ROCK

Secret Art: Oracle's Shield (shield)

Power Art: Petrify Res. Lv3

It isn't called "Rock" because that's what the enemies are made out of—it's because that's what the Medusas will turn you into with their cruel gaze. You have virtually no chance of surviving at this point, so you'll need to return much later in the game, when you have access to Power Arts and items that can protect you from being turned to stone. Even with complete resistance to petrification, this is still one of the most difficult Ancient Arenas in the game.



PATH OF CARNAGE

Power Art: Master Guard Lv4

The Path of Carnage in the cemetery provides a great way for a well-prepared party to gain experience before the boss fights ahead. It begins in an underground mausoleum full of skeletal statues that, when destroyed, will either spawn a wave of skeletons or unlock a door. The skeletons will materialize all around you, so if you're playing as Toma, immediately use a wide-swinging weapon combo to wipe out the pack. If you're playing as Cyrille, you can achieve similar results with a Holy spell.



Proceed through the mausoleum destroying every statue you see, and you'll eventually unlock the path to a larger statue in the center of the tomb. That one spawns much stronger foes, so keep Healing Water at the ready. When that wave is cleared, (revealing three treasure chests and a Power Art Stone), the gate at the south end of the map will open, allowing you to access the locked-off southern area of the Ranburr's Tomb map. There you'll find an easy Prison of Rock, a not-at-all-easy Ancient Arena, a Warp Gate, and a lever that opens a fence for easier access in the future.



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Guardians of the Tomb


As soon as you begin to climb the pyramid, gates will fall at every entrance, trapping you on the structure. Warping out is not an option, so make sure you're well supplied with recovery items! On the pyramid, fight off scattered ghouls as you make your way to the northwest corner of the second level, where a Life Drainer boss will attack. Clear out her minions, taking care to dodge the Life Drainer's clearly telegraphed attacks, then turn your weapons on her after she strikes and misses. Your victory will reveal a Core Metal and raise all of the pyramid gates.





BOSS

Life Drainer



RACE	ELEM.
Demons	Neutral
CHAR. Winged	
IMMN. Petrification/MP Absorb	

A creature specialized in healing. It is a good melee fighter, so don't be deceived by its looks.



BOSS



Phantom

RACE	ELEM.
Undead	Neutral
CHAR. None	
IMMN. Stun/Critical Hit/HP Absorb/MP Absorb	

A ghost of darkness. Approaches enemies unseen. Appears only when attacking and then disappears again.

PRISON OF ROCK: PHANTOM

Secret Art: Fighter's Fists (weapon)

This is a rare case when Toma will want to simply bum rush a boss, striking wildly to prevent it from disappearing and reappearing in a more advantageous position. Cyrille should switch to a Tome of Light and fill the battlefield with Shine spell bursts for an equally easy victory.



Save and heal at the Geo-Fortress, make sure Faulklin is in your hero's party, then step through the now-open gates on either the east or west side of the pyramid. Inside, new gates will fall, trapping you in a small area with a Skeleton King boss and two spell-casting statues on either side. Priority one is clearing the battlefield, so run around and use wide weapon swings or the Holy spell to destroy the lesser foes and the two statues. It's essential that you keep moving, because while the Skeleton King is slow, his attacks are incredibly powerful. When you're finally alone with the Skeleton King, you can dodge his sword strikes quite easily, and hit him in the back with combos or fireballs. But you must learn to tell the difference between his standard swings and the kind that plunges into the ground, because the latter attacks cast a Dark Arrow Lv2 spell that will home in on your hero. Run in a circle so the arrows can't track you.



BOSS

Skeleton King

RACE

Undead

ELEM.

Neutral

CHAR. Armed/Armored

IMMN. HP Absorb/MP Absorb

A Skeleton King who commands an army of skeletons. Its joints are weak, so critical attacks are effective against it.



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Retrieving the Blue Metal

Defeating the Skeleton King unlocks the pyramid's remaining doors, allowing you to cross from the south side of the Pyramid to the previously inaccessible north side. Inside the pyramid you'll face spell-casting statues and high-level skeletons, so proceed slowly and cast your spells from a safe-distance as Cyrille. When you exit out to the north side, Zenus will call in to point out the entrance to the Blue Metal room. But don't go inside yet—climb to the top of the pyramid to collect the treasures you unlocked by searching grave-stones, which will include the Fire Dragon equipment for... Garyu!?

Power Art: Flame Magic Lv4



Then head into the pyramid's highest room, where a falling gate will seal you in with four fire-spewing traps. Toma can simply smash them, but they're immune to Cyrille's standard attacks, so she'll have to break out some fireballs. When the fourth statue is smashed, a Vampire and several Succubi will appear. The Vampire can refill its own health when he successfully lands a blow on your hero, so Cyrille should battle from a safe distance while Toma should circle around him and strike from behind. When he falls, two Core Metals and the Blue Metal will appear.

BOSS

Vampire

RACE

Undead

ELEM.

Neutral

CHAR. None

IMMN. Knockback/HP Absorb/MP Absorb

A vampire fighter. Deals out powerful melee attacks to cause suffering and steal life.



Soothing Wounded Feelings

Cyrille can't take the Blue Metal, so if you aren't playing as Toma you'll need to warp back and switch heroes. When Toma returns with the prize, Cyrille will be waiting to force Toma out to the balcony for a little chat. When your talk concludes, Zenus will accept the Blue Metal and suggest you rest in your room. You can reach your room by taking the exit directly east of the Control Room, but instead of hitting the sack, head out the south exit for a second chat with Cyrille. Only then will the next chapter begin.



WARRIOR'S RETURN

CHAPTER 7

The Geo-Fortress

The Repair System Goes Live

Power Art: Critical Atk Lv1

Your hard-won Blue Metal has reactivated the Repair System, which can both restore Duga's sanity and allow your Geo-Fortress to slowly recover from damage inflicted in Fortress Defense battles. A grateful Duga will of course join your cause, where his frontline-fighter strength will make him Cyrille's new best friend. That isn't to say that he has nothing to offer to Toma—go talk with him in the Residential Block and he'll teach Toma the Critical Attack Power Art. Most of your other party members will also have new gifts when they reach level 30, so make sure to visit with everyone who has reached that milestone.



NEW PARTY MEMBER



1859 HP LV. 30	CLASS	RACE	EQUIP.	NOTE
Duga	Werewolf	Wolfing	None	Immune to Ice, high healing, recovers quickly from Stun
A former Noswald Army officer. Galford's best friend and a friendly rival, claiming to be stronger than him.				

Cantore / Cantore Ice Cave

Foiling Phillip's Plans

Warp to Cantore and speak to the guards at the north exit. They'll let you into the Cantore Ice Cave, a small area that connects to the vast Raska Snowfield. The Ice Cave hasn't had a lot of foot traffic lately, so a Freeze Dragon has made its home in the southern cavern. Its treasure trove includes Maebelle's Archer's Stand equipment, so send Frost-immune Duga into the frontlines and have

Cyrille blast the dragon with Blaze spells. Stay as far away as possible, as the dragon's long streams of ice breath can rapidly drain your HP bar.



BOSS

Freeze Dragon

RACE	ELEM.
Dragons	Frost
CHAR.	Winged/Scaled
IMMN.	Frost/Knockback/Float

An Ice Dragon. Its ice breath freezes everything in its path.



Raska Snowfield / Gradium Mine



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Freeze Dragon	Dragons	Frost	Winged/Scaled	Frost/Knockback/Float
An Ice Dragon. Its ice breath freezes everything in its path.				
Freeze Dragonette	Dragons	Frost	Winged/Scaled	Frost
A baby Freeze Dragon. Its ice breath may be weak, but it is still a dragon—do not underestimate its power.				
Freezer	Insects	Frost	Winged	Frost
A bird born from ice. Shoots ice blocks from its beak. Beware when facing a flock of these birds.				
Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creatures with which to protect itself.				
Ice Golem	Golems	Frost	None	Frost/Petrification/Critical Hit/HP Absorb/MP Absorb
A Golem made of ice. Tough, but weak against fire. Draws ice power from the earth to use his powerful Freeze attack.				
Wolf Baron	Beastlings	Neutral	Armed/Armored	None
One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.				

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Return to Il'Gonia Valley

A Volcanon Tome- or Blaze Shot-wielding Cyrille is the ideal hero for this chapter, as nearly all of the enemies you'll encounter share a weakness to flame. If you prefer to use Toma, try using the Flame Nucleus Secret Art to put a little heat in his blade, and back him up with Ami, who will be able to use the Flame Feather spell after you find her Witch Combat equipment on the Gadium Mine map.

The Raska snowfield has plenty of cracks and gorges that make navigation difficult, but can be a boon in combat. As long as they're between you and your foes, you'll be able to use ranged attacks without fear of reprisal.



Treasure hunters will find plenty of Mythril here, but not a lot of items. One of the two chests is frozen in an icy stalagmite, and no amount of Blaze spells will set it free. To reach the three Light Charms that it contains, you'll need to return when your Geo-For-tress cannon range has been greatly extended. Other prizes can be found in the Prison of Rock and ice-themed Ancient Arena.



ANCIENT ARENA: ICE

Secret Art: Ice Nucleus (weapon)

Power Art: Dragon Killer

How tough is your Cyrille? If she has solid Defense scores, Frost resistance of at least 50, and a Blaze Lv2-casting weapon enhanced with the Flame Magic Power Art and Flame Nucleus Secret Art, she may have a shot of taking this Ancient Arena down. Literally every enemy here is weak to Flame, so the strategy should be obvious. Back up, use hearty characters like Duga as bait, and Blaze, Blaze, Blaze. Those who triumph will be well rewarded with the Dragon Killer Power Art.



PRISON OF ROCK: ICE GOLEM

Secret Art: Nullify Float (shield)

It doesn't matter how tough an Ice Golem is—as long as Cyrille has her Volcanon Tome and a healthy boost to her Flame magic scores, it won't stand a chance. Use the thin passageway to your advantage by having Duga or Gadfort block it, then cast Blaze at a rapid-fire pace. The Ice Golem will be reduced to a puddle within seconds.



BOSS

Ice Golem

RACE	ELEM.
Golems	Frost
CHAR.	None
IMMN.	Frost/Petrification/Critical Hit/HP Absorb/MP Absorb

A Golem made of ice. Tough, but weak against fire. Draws ice power from the earth to use his powerful Freeze attack.



The Freeze Dragons' Nest

The entrance to the Gadium Mine is home to several Freeze Dragons that may attack in groups of up to three at once! Frost resistance is absolutely essential in these fights, so adjust your equipment accordingly. Remember that Duga is completely immune to Frost-type damage, so even Toma may want to consider locking him on the frontlines with the R2 button and stepping away from the fray to heal and use ranged attacks.

After you've cleared the massive welcoming party of wolves and dragons, head west to find Ami's Witch Combat equipment on a small hill. But don't think getting it will be as easy as it looks—a Freeze Dragon will appear to defend it when you approach, and an army of Ice Golems will materialize around the hill when you flip the lid. Lock Duga in place at the mouth of the hill and blast them with fireballs from above.



North Quarry / Inner Gadium Mine



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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Berserker 	Beastlings	Neutral	Armed/Armored	None
	An aggressive Beastling, as are all Werewolves. A dangerous fighter who fights with only fierce animal instincts.			
Geist Generator 	Robots	Neutral	None	Petrification/HP Absorb/MP Absorb
	A monster generator with the ability to hide itself. Stealthily unleashes hordes of creatures.			
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creatures with which to protect itself.			
Samurai 	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai. Its slashing attacks reach further than expected. Beware of its critical strikes.			
Samurai King 	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai general. Disappears at will. Beware of its critical strikes.			
Soldier Wolf 	Beastlings	Neutral	Armored	None
	One of the most violent types of Beastlings. Has low power and intelligence, but is a very quick and aggressive fighter.			
Wolf Baron 	Beastlings	Neutral	Armed/Armored	None
	One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.			

A Series of Ambushes

If you have extra Mythril to spend, use it to boost your the Master Guard and Critical Resist skills, and adjust your equipment accordingly. Not only is this cave full of ambushes where powerful enemies like Berserkers will spawn only inches away, but it's also home to an army of Samurai that can become invisible and reappear behind you. Cyrille's fireballs remain an ideal weapon, but if she's too weak to survive a Berserker combo or a Samurai critical hit, it's time to call Toma off the bench.

When you reach the center of the North Quarry, you'll find a loop full of invisible Samurai spawned by an invisible Geist Generator. Proceed slowly and attack wildly in hopes of exposing these foes before they can get behind you. Things won't get much easier as you proceed towards the inner mine; Cyrille will need to fall back constantly or risk being surrounded by abruptly spawning foes.

The Inner Gradium Mine

The mostly Beastling defenders of the Inner Mine aren't as sneaky as the foes in the quarry, but they're just as dangerous. You'll encounter several battles that prevent you from warping out, so make sure you have plenty of Healing Water before you proceed. Keep an eye out for frost traps on some of the bridges—you'll have to dash across between the ice spikes and use R2 to hold your party members back until it's safe for them to follow (or just let them get hit—they'll survive). Don't miss Duga's Wolf Rampage equipment at the north tip of the map's final tunnel.

A Nasty Samurai Surprise

After finding Duga's equipment and clearing out the nearby foes, warp back to save your game. In the tunnel that follows you'll be attacked by two oversized Samurai Kings that appear without warning and can dish out potentially deadly critical attacks.



The Relic Excavation Site

When you pass the Warp Gate, you'll be only a screen away from Phillip's excavation site, where you'll face Phillip's newest minion. The Zircon Lotus's shockwave attacks and spinning blades can shred anyone who approaches it directly, but it has little defense against Blaze spells cast by Cyrille when she's at the opposite edge of the screen. However, the boss can't be damaged until you've cleared away several waves of underlings, and it can be hard to spot them when battling at long range. Use Spark to seek them out and make sure to keep your party members in good health so they can help you hunt them down.



Zircon Lotus

RACE

Robots

ELEM.

Neutral

CHAR. Armed/Armored

IMMN. Frost/HP Absorb/MP Absorb

A robot excavated from ancient ruins. It is heavily armed and constructed of metal. Its lance attack is very powerful.

Free the Slaves of Cantore

The destroyed Zircon Lotus will drop the Light Nucleus Secret Art, and you'll find a pair of Core Metals and an upgrade to the Quick Swing Power Art elsewhere at the excavation site. You can also search the excavated relics themselves for more treasure.

Free the rest of Phillip's slaves from the gated area near the Warp Gate, but don't agree to speak to the elder until you've searched the cell area for loot. When the room is clear, speak to the elder to warp to Cantore, where he and the townsfolk will thank you for your efforts. Your mission is complete, but the chapter is not—a surprise visitor is waiting at the Geo-Fortress. When that conversation concludes, talk to Ami and agree to meet her on the balcony outside your room.

Power Art: Quick Swing Lv2



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CYRILLE'S TRUTH

CHAPTER 8

The Geo-Fortress

Hell Hath no Fury...

This chapter begins with a Magnus assault on the Geo-Fortress that has knocked everyone to the ground. Search the Control Room, hallway, and Engineering Block for all of your fallen friends and make sure they're okay. When everyone has recovered, Zenus will begin to formulate a plan, but he won't give you the details until you find Cyrille. Chase her through the hallway's previously locked west door, into her own bedroom. Search her bed for a bottle of Healing Water and her bookcase for a Volcanon Tome, then follow her up to the roof for a chat. When your talk concludes you'll automatically be taken back inside, but if you return to the roof later you can find a piece of Core Metal in a corner.



Into Dimension X

This chapter's mission is an unusual one. You'll need to snag a piece of Silver Metal from the tenth floor of the DX Metal Dungeon, an area accessible through a room north of the Geo-Fortress's Control Room. You will not be allowed to leave the Geo-Fortress for any other purpose. The floors of the DX Metal Dungeon are randomly generated, just like the ones in the Engineering Block's Training dungeon, so the maps will change every time you enter. You can move on to the next floor as soon as you find the warp, but if you want to rack up powerful items, experience points, and Mythril, you should clear each floor completely.



Dimension X Metal Tunnel

Floors B1F to B4F

The tight corridors of the DX Metal Tunnel make this dungeon easier for Toma than for Cyrille, and his wide variety of weapons should also prove to be a decisive asset. The first four floors are typically occupied by a combination of Giants and Lizardmen, and the Giant Hammer is spectacular against the former. However, your trusty old Curved Blade may no longer be cutting it against the Lizardmen, so consider using a pair of Ghost Claws instead. They don't do much damage, but they strike fast, have great charge attacks, and they drain HP from the monsters you kill. In a combat-intensive dungeon like this one, that life recovery can be a godsend.



The Wild-Boar Jailer

You'll meet the first boss on the fifth floor, in an unusual boss room surrounded by caged Wild Boars. If you hit the levers to free the boars from their cells they'll actually join you in attacking the massive Orc Slave, which makes for a truly entertaining way to beat him. But if you prefer not to mess around, equip a weapon with the Orc Slayer Special Art. One hit from that will slay the boss and reveal a massive treasure trove that includes a Core Metal, a Cure Metal, two Healing Waters for Toma, and the Shield Knight equipment for Gadfort.



BOSS

Orc Slave



RACE

Orcs

ELEM.

Neutral

CHAR. Armed/Armored

IMMN. None

An unintelligent Orc soldier. Loves sleeping, punching things, and eating wild boars.



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Floors B6F to B9F

The second batch of floors is home to much stronger foes, including super-powered Harpies, Freeze Dragons, and Samurai Kings. One new foe you'll encounter is the life-sucking Vampire, which may appear in large quantities. Rush them aggressively, or they'll deal serious damage with their heat-seeking Dark Arrow spells while you battle other foes.



Wrath of the Volcano Demon

Make sure to save before battling the boss at the dungeon's 10th and final level, as it isn't the pushover that the Orc Slave was. Do whatever you can to boost your Flame Resistance and Stun Resistance, as the demon's close-range attacks will typically be of one type or the other. They're easy enough to dodge if you don't get caught up in a combo, but when he flies into the air he'll cast a series of spells that are much more difficult to avoid. Don't use armaments like Casket Shields that will slow you down—you'll need to be spry to weave between the tornados and firebolts.



Power Art: Knockback Res Lv4



BOSS

Volcano Demon

RACE	Demons	ELEM.	Flame
CHAR.	Armed/Armored/Winged		
IMMN.	Flame/Petrification/Stun/Knockback/Float/Knockdown/Critical Hit		

Pure Flame with evil intent. Professes to be a god. No one can escape its fiery death.



Upon his defeat, the Volcano Demon will drop an anti-Demon Noswald Axe that will come in handy the next time you battle one of his ilk. The other loot includes the Saint of Light equipment for Faulklin, two Cure Metals, one Core Metal, and the Silver Metal that Zenus sent you here to find.



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TIES OF TWO

CHAPTER 9



The Geo-Fortress

Activate Cannon Mode

In addition to repairing the damage from Lady Riemsianne's attack, the Silver Metal has enabled the Geo-Fortress's Mode Select function. You can set the fortress to Cannon Mode to increase your Blaster Attack range, to Recovery Mode to boost its defenses and self-healing abilities, or Search Mode to strengthen the power and range of your radar. Your goal for this chapter is to use Cannon Mode to retaliate against Lady Riemsianne, but it isn't necessary to use Cannon Mode for the entirety of the mission. The Fortress Defense battles are a lot tougher in this chapter, so if they're giving you trouble you may want to set the Geo-Fortress to Recovery Mode and only switch to Cannon Mode when Zenus demands it. (However, keep in mind that only the Basic Mode has access to all Geo-Fortress functions; you can't use the cannon or radar at all in Recovery Mode, for example.)



Confer with Your Team

Before you can depart, Toma will once again need to meet Cyrille in her room for a heart-to-heart chat. Toma can also collect the exceptional Dragon Buster blade from Gadfort if the centaur has already hit level 45—it's probably a little early for that, but you can easily reach that milestone during this combat-intensive chapter. Duga and Maebelle also have gifts to give, but not until they reach Level 50.



Let Garyu Taste Your Blade

After earning Gadfort's Dragon Buster, Toma will have just about everything he needs to take on Garyu, the dragon that lives at the Narda checkpoint just east of Yi'el Village. Put as much Mythril as you can into the Dragon Killer Power Art (earned at the Frost Ancient Arena) and set allies Faulklin and Maebelle on a combat style that focuses on healing. Attack Garyu head-on with sword combos and charge attacks, and resist the temptation to circle behind him—his tail is a lot stronger than his teeth!



If you can prove your strength to Garyu, he'll follow you home and join you as a playable character. You can also earn a Core Metal by speaking to him in his Geo-Fortress room. Don't forget to dig Garyu's Fire Dragon equipment out of your item box and get it appraised before you take Garyu out to play.



NEW PARTY MEMBER

8960 HP LV. 60	CLASS	RACE	EQUIP.	NOTE
Garyu	Dragon	Dragon	None	Moves slowly, but has high Defense and doesn't Stagger
A mysterious dragon whose name is known only from a signboard. He is clearly very intelligent and can understand human speech.				

The Rune Temple Path

There are several ways to reach the Rune Temple, but the easiest is to depart through the Number 1 Gate (southeast from the Control Room), and cross from the Temple Ruins battlefield into a new region of East Il'Gonia Valley. Cut south through the simple packs of orcs, pausing to search the bushes on the hill for a bottle of Toma's Healing Water. At the south tip of the map you'll find the Rune Mountain Path, a short tunnel filled with skeletons and Devil Sons. Faulklin can make short work of them, but they shouldn't post much of a threat to a seasoned adventurer.



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FORTRESS DEFENSE

BOSS

Amber Lotus

RACE

Robots

ELEM.

Neutral

CHAR. Armed/Armored

IMMN. Hp Absorb/MP Absorb

A robot excavated from ancient ruins. It is heavily armed and constructed of metal. Its hammer pulverizes everything.

It's been a chapter or two since you've faced a Fortress Defense battle, but they're back with a vengeance in Chapter 9. The first battle of the chapter will take place on a new battlefield known as the Arena Stage, where a Photon Converter is under assault by an army of giants including powerful Titan Masters. If you haven't been upgrading your Barrier, do so before the battle begins—if it's still at level 1 or 2, these ruffians will smash it to bits within seconds.







You begin on a thin passage where giants can easily block your path, so rush straight for the center of the map to protect the converter with a blast from the Geo-Fortress Cannon and a wide-swinging weapon like the Giant Hammer. There are actually no generators on this map, so every giant you kill will slow the rate of damage dealt to the Photon Converter. When the Amber Lotus boss makes its way into the fray, try to keep it away from the Photon Converter while continuing to focus on clearing the battlefield. You'll face several more Fortress Defense battles in this chapter, so be ready to dig into your Cure Metal stash.



Ancient Rune Temple



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Blaze Dragon 	Dragons	Flame	Winged/Scaled	Flame/Knockback/Float
A very aggressive Fire Dragon. Its fire breath incinerates everything in its path.				
Blaze Dragonette 	Dragons	Flame	Winged/Scaled	Flame
A baby Blaze Dragon. Its fire breath may be weak but it is still a dragon—do not underestimate its power.				
Dark Stalker 	Demons	Darkness	None	Darkness/MP Absorb
An underground creature that attacks living beings. Low HP, but high magic resistance. Skilled at MP-absorbing attacks.				
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creatures with which to protect itself.				
Gigandeth 	Giants	Neutral	Armed	Stun/Knockdown
A violent Giant with a huge hammer. Knocks back enemies with a tackle and follows up with its powerful hammer attack.				
Naga 	Snakelings	Neutral	Armed/Armored/Scaled	None
A highly intelligent Snakeling fighter. Prefers moist places but can survive in the desert. Proficient at knockback attacks.				



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Outside the Temple Walls

You'll exit the Rune Mountain Path at a winding trail outside of the Ancient Rune Temple. There are some treasures to your right, and if you continue in that direction you'll find a path to the East Paora Plains, an optional area that connects to several other optional areas, and is home to many random treasures, Ancient Arenas and Prisons of Rock.

For now, our goal is to the east, past the sealed temple entrance. Watch out for Dark Stalkers that appear underfoot and are heavily resistant to magic; when they appear Cyrille may want to fall back and let tougher party members do the heavy work (or switch with Toma). However, either hero should be capable of slaying the Naga in the nearby Prison of Rock. Don't miss the nearby altar with Avalon's torso and the Flame Resist Power Art on the way to Clanup Island.



PRISON OF ROCK: NAGA

Secret Art: Close Dodge (shield)

With plenty of weapons that can deal additional damage to Snakelings—anything that hits Armed, Armored, or Scaled foes, as well as snakes in particular—this boss is pretty easy. Toma can hack away, but Cyrille should stand farther back than usual—giant Nagas have a really long reach!



Clean Up Clanup Island

The wall in Clanup Island is the only obstacles on this chapter that actually requires a cannon blast to clear, so once it's out of the way you can feel free to switch your Geo-Fortress to Recovery Mode (for superior defense) or Search Mode (so you can enjoy the advanced radar functions). You'll face a Blaze Dragon and several waves of Blaze Dragonettes in the area beyond the wall, so while you're back in the Geo-Fortress, pick up Toma's Dragon Buster or a Frost-focused Tome for Cyrille. Either weapon will deal double damage in this difficult fight.



Past the Rune Temple Gates

Power Art: Lightn. Magic Lv3

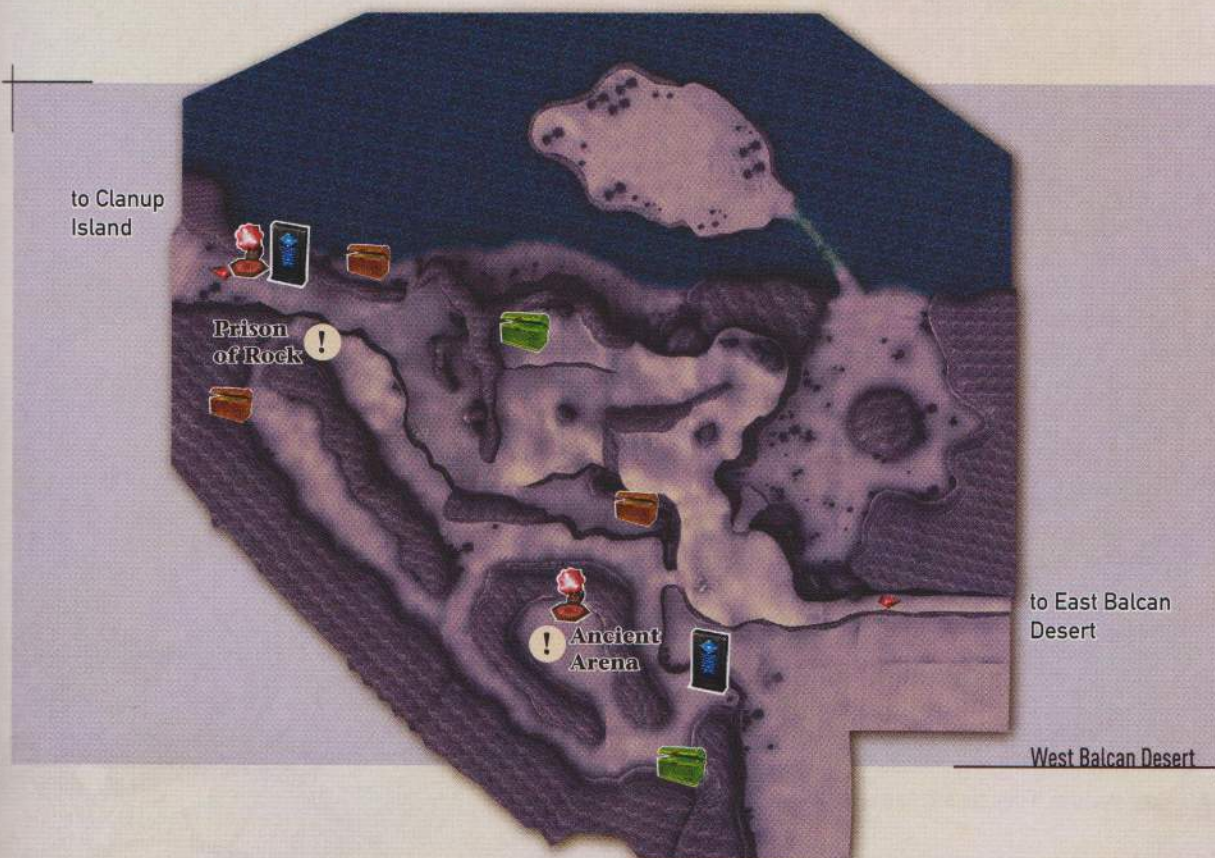
The gates to the Ancient Rune Temple are sealed, and no amount of cannon blasts will change that. If you want to get behind them, you'll have to take a much more circuitous route. Start by leaving through your fortress's Number 4 gate, and cross the underground battlefield to an area known as Gundestor Caverns. Here you'll find tough opposition from Medusas, Blaze Golems, and Dark Stalkers—have Cyrille blast the Medusas with ranged attacks so she'll be off the front lines if they managed to turn her to stone. Search the cavern well; it's home to a Power Art, the extremely difficult Noswald Legion Ancient Arena, and Avalon's left leg.



The southern exit of Gundestor Caverns will take you inside the Ancient Rune Temple, where you'll battle armies of Snakelings and Dark Stalkers. The crumbling walls have created plenty of hiding spots for treasure, so set your Geo-Fortress to Search Mode if you don't want to miss anything (all are standard treasure boxes containing random goods). After filling your pockets with Rune Temple loot, you can continue your quest by heading east into Lakton Cave, a small area that connects back to Lakton Village. But be aware that there is little treasure to be found in the cave, and the giant Dark Stalkers and Samurai that guard it are much tougher than the foes you've fought so far.



West Balcan Desert



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
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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Devil Daughter 	Demons	Neutral	Armed/Winged	HP Absorb
A demonic daughter. Uses Spark magic with her high magical powers. Favors tricky attacks.				
Devil Son 	Demons	Neutral	Armed/Winged	HP Absorb
A demonic son, who attacks by charging with a spear. Limited attack and magic power, but he moves very quickly.				
Fraghken 	Demons/Undead	Darkness	None	HP Absorb/MP Absorb
Prototype undead soldier constructed from corpses. Weak against critical hits and Flame attacks.				
Fyrlandt Artillery 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A Fyrlandt siege weapon. Fires rounds to destroy target.				
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creatures with which to protect itself.				
Medusa 	Snakelings	Neutral	Scaled	None
A highly intelligent Snakeling shaman. Uses Nagas for protection to petrify targets before devouring them whole.				

The Demon-Haunted Desert

You'll find a Power Art that will boost your defense against petrification as soon as you enter the West Balcan Desert. Use the nearby warp gate to return to the Geo-Fortress and buy ever rank of it that you can afford, as the Medusas on this map will use non-stop petrification spells that will set you up for deadly follow-up attacks by Devil Sons, Devil Daughters, and Fraghken monstrosities. Fortunately, all three of the latter foes are demons, so Toma should be able to cleave them in half with a single swing of the Noswald Axe.

Those who search the desert thoroughly will find two different pieces of equipment for their allies, in the northwest and southeast regions of the map. Be careful when opening the box in the northwest corner, however, as it will spawn a wave of demons. Those with the courage to break the Prison of Rock and challenge an Ancient Arena can earn a pair of useful Secret Arts as well.

Power Art: Petrif. Res. Lv1

Power Art: Stun Attack Lv4



Shatter the Fyrlandt Artillery

As you approach the northern tip of the map, don't miss the thin path of shallow water that connects to a small sandbar. There you'll find the Fyrlandt camp, where dozens of artillery cannons are protecting the larger cannon that targets your base. Destroying the big cannon is all that matters, so smash through the walls and foes alike to reach it as quickly as possible, and destroy it with charge attacks. When it crumbles, grab its Core Metal and head back to the mainland. You'll be returned to the Geo-Fortress, where the mission will conclude after a bit of Heritor-to-Heritor bonding in Cyrille's room.



BOSS

Fyrlandt Artillery



RACE	Robots
ELEM.	Neutral
CHAR.	None
IMMN.	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb

A Fyrlandt siege weapon. Fires rounds to destroy target.



PRISON of ROCK: DEVIL DAUGHTER

Secret Art: Breath of Life (armor)

If you're still holding onto a Noswald Axe, this Prison of Rock will be a nearly effortless win for Toma. The axe's high knock-down rate, brutal Rolling Buster charge attack and ability to deal extra damage to demons will keep the Daughter from ever casting a spell. Things won't go smoothly for Cyrille, so be sure to put Toma in charge.



BOSS

Devil Daughter

RACE
Demons

ELEM.
Neutral

CHAR. Armed/Winged

IMMN. HP Absorb

A demonic daughter. Uses Spark magic with her high magical powers. Favors tricky attacks.



ANCIENT ARENA: IMPACT

Secret Art: Heaven and Earth (weapon)

Power Art: Golem Killer

This Ancient Arena contains everything from Wild Boars to Samurai Lords to Mythril Golems, but is surprisingly easy to beat if Cyrille partners with Garyu and brings a good tome of black magic. Garyu is an ideal Ancient Arena companion, as he can soak up a lot of damage and makes for a very prominent distraction. The tome comes into play when you encounter the Mythril Golems that are the bosses of each floor. With any other spell or weapon, Mythril Golems require hundreds of hits to kill, but Dark Arrow Lv2 can do the job in only a few castings.



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VOICE FROM THE PAST

CHAPTER 10

The Geo-Fortress

Quell the Robot Uprising

Begin this chapter by paying a visit to the engineering block, where you'll find that the robots of the Geo-Fortress have gone completely bonkers. Speak to Zenus, and he'll figure out the problem—a distress signal from the icy north is scrambling their circuits. You can reach this new area by heading east on the Gadium Mine map and using the cannon to destroy the gate that previously blocked the path. But the cannon's range has extended southward as well as northward, so you may want to revisit the Paora Plains to fill out those maps first.



The Foothills of the Paora Plains

Power Art: Stun Attack Lv3

There are two places where you can use the cannon in the Paora Plains. The first is in the foothills of Northwest Paora Plains, where you'll reveal a path that continues up to a mountain stream. There are a few treasures here, including some in the water, so search carefully.

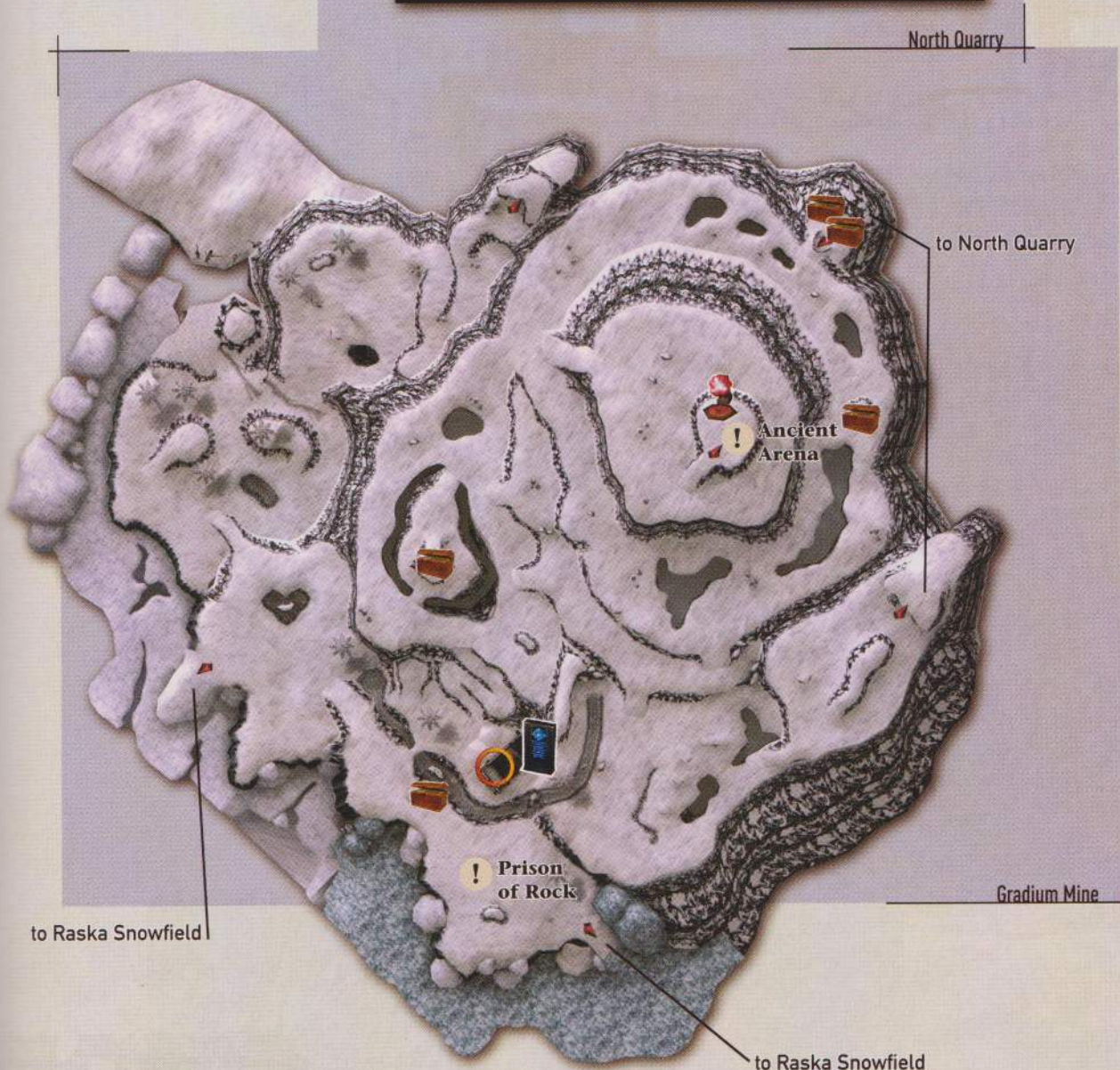


The cave's main chamber is full of treasure, including a Core Metal, but endless waves of Generator-spawned medusas and golems won't let it go without a fight. If you plan to give them one, take out the medusas first, so they can't turn you to stone. If you'd rather not, protect yourself with a spell like Invisible, Inferno, or Freeze, rush in to grab the best loot, and warp out of there.



Proceed along the usual path to West Paora Plains, where you'll see a blocked cave shortly past the entrance. Use the cannon to clear the way, and cross a short tunnel to reach the waterfall area of West Paora Plains. Search the tents in the orc camp to reveal a box that holds Garyu's Earth Dragon equipment, then check out the cave behind the waterfall.

Gradium Mine



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




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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Freeze Dragon 	Dragons	Frost	Winged/Scaled	Frost/Knockback/Float
	An Ice Dragon. Its ice breath freezes everything in its path.			
Freeze Dragonette 	Dragons	Frost	Winged/Scaled	Frost
	A baby Freeze Dragon. Its ice breath may be weak, but it is still a dragon—do not underestimate its power.			
Freezer 	Insects	Frost	Winged	Frost
	A bird born from ice. Shoots ice blocks from its beak. Beware when facing a flock of these birds.			
Geist Generator 	Robots	Neutral	None	Petrification/HP Absorb/MP Absorb
	A monster generator with the ability to hide itself. Stealthily unleashes hordes of creatures.			
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creatures with which to protect itself.			
Ice Golem 	Golems	Frost	None	Frost/Petrification/Critical Hit/HP Absorb/MP Absorb
	A Golem made of ice. Tough, but weak against fire. Draws ice power from the earth to use his powerful Freeze attack.			
Samurai 	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai. Its slashing attacks reach further than expected. Beware of its critical strikes.			
Wolf Baron 	Beastlings	Neutral	Armed/Armored	None
	One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.			

Noswald, Land of Ice

Begin this mission by warping to the Frost Ancient Arena in the Raska Snowfield. Use flame-infused weapons to make short work of the foes here as you proceed north to the Gadium Mine. At the entrance to that map, turn your cannon on the gate to the right, and you'll reveal a box of Darkness Runes, a Prison of Rock, and paths leading north and east. Our mission objective is to the east, but plenty of treasure awaits those willing to explore the north hill.



Power Art: MP Regenerate Lv3

Power Art: Int. Boost Lv4

The Back Mineshaft

You'll find a Power Art near the cabin to the north, and all sorts of goodies hidden in the furniture inside, including a Light Charm and Avalon's right leg. Continue north, where you'll find the Vampire Ancient Arena, a few treasures (including one on a rock that can only be opened by a spell like Ice Spike) and a mineshaft that leads to a previously inaccessible region of the North Quarry.



Inside the quarry, hit both levers to open a path to the northern exit. The path looks clear, but be very careful—it's full of invisible Samurai and Geist Generators, so use an Inferno spell to reveal and damage any foe that sneaks up on you. The tunnel connects to a tiny region of Gadium Mine with two chests—one Healing Water for Toma and Cyrille.



PRISON OF ROCK: FREEZE DRAGON

Secret Art: Steel Body (armor)

Dragons can be difficult foes when their stats are boosted to boss levels, but this one is quite beatable if you use a little trick. Have Cyrille lure the dragon back towards the gate, then up the north path towards the cabin. The dragon is too big to cross the bridge over the stream, allowing Cyrille to step out of its physical attack range and concentrate on dodging its ice breath. Blast it with Blaze spells—it may take a hundred or so—and then collect one of the best Secret Arts in the game.



BOSS

Freeze Dragon

RACE	Dragons
ELEM.	Frost
CHAR.	Winged/Scaled
IMMN.	Frost/Knockback/Float

An Ice Dragon. Its ice breath freezes everything in its path.



ANCIENT ARENA: VAMPIRES

Secret Art: Elements of Magic (headgear)

Power Art: Undead Killer

Prep for this Ancient Arena by doing all you can to exploit the vampiric weakness to Light spells. Equip Cyrille with a Saint's Tome or Saint Cannon with the Light Nucleus, drop some Mythril into Light Magic, and add Faulklin to your team. Cast several Holy spells to clear out the weaklings on the arena's second floor, then run around blasting the Master Vampire in the back with high-level Shine spells.



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






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Raska Field, East Valley / Lake Sidora



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Berserker 	Beastings	Neutral	Armed/Armored	None
	An aggressive Beastings, as are all Werewolves. A dangerous fighter who fights with only fierce animal instincts.			
Freezer 	Insects	Frost	Winged	Frost
	A bird born from ice. Shoots ice blocks from its beak. Beware when facing a flock of these birds.			
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creatures with which to protect itself.			
Ice Golem 	Golems	Frost	None	Frost/Petrification/Critical Hit/HP Absorb/MP Absorb
	A Golem made of ice. Tough, but weak against fire. Draws ice power from the earth to use his powerful Freeze attack.			
Noswald Artillery 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A Noswald siege weapon. Fires rounds to destroy its targets.			
Samurai 	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai. Its slashing attacks reach further than expected. Beware of its critical strikes.			
Soldier Wolf 	Beastings	Neutral	Armored	None
	One of the most violent types of Beastings. Has low power and intelligence, but is a very quick and aggressive fighter.			
Titan 	Giants	Neutral	Armed	Stun
	A Giant from the snow fields. Very tough against cold, and also shoots thunder from its body.			
Wolf Baron 	Beastings	Neutral	Armed/Armored	None
	One of the most violent types of Beastings. Of noble birth, they're intelligent, and use a sword and shield for defense.			

Traversing the Ice Fields

The path east out of the Gadium Mine area leads to the icy glacier that looms over Raska Snowfield. Run north to collect the only treasure on this part of the map, then south to enter the Raska Field's East Valley, where you can trigger a Warp Gate. The East Valley is partitioned by a pair of walls that will require Geo-Fortress cannon blasts to clear—get up close to the walls so you can extend the blast radius to include the army of wolfings and artillery units behind them.



Noswald's Strange Treasury

The Noswald army has made the unusual decision of establishing a treasury on the surface of a frozen lake. You'll find the first set of 15 gold-filled chests south of the entrance, and you can then return to the entrance and circle the perimeter to uncover the rest. In addition to 45 chests full of gold, you'll discover a nook in the southeast corner with four standard items chests. If you prefer to avoid a fight, leave the brown box alone—lifting its lid will summon a wave of guardians.

Lake Sidora connects three different areas, but two are walled-off and you're out of cannon range. That leaves only the path to Sidora Snow Mountain, which is to the northeast. There you'll also discover a Warp Gate, the Succubi Ancient Arena, and a Prison of Rock.



PRISON OF ROCK: SAMURAI KING

Secret Art: Knight's Code (shield)

The Samurai King can disappear at will and reappear behind you with a quick and powerful strike. The easiest way to negate this is with the Inferno spell; fire it up whenever the Samurai King disappears and he'll be caught in the flames when he reappears. A well-timed Inferno can both cancel his attack and deal moderate damage, so use that spell exclusively and count on aggressive party members to keep pressure on the samurai.



BOSS

Samurai King

RACE	Undead
ELEM.	Neutral
CHAR.	Armed/Armored
IMMN.	Critical Hit/HP Absorb/MP Absorb

Undead armored samurai general. Disappears at will. Beware of its critical strikes.



Power Art: MP Regenerate Lv4



ANCIENT ARENA: SUCCUBI

Secret Art: Divine Spirit (headgear)

Power Art: Frost Pursuit

A weapon with anti-Demon properties like the Noswald Axe is the best choice for this Ancient Arena. When you enter the second floor you'll find the enemies arranged in a circle around you, giving you a chance to isolate the white Life Drainers and take them out first. Save the Hell Queen for last, so your allies will have no choice but to help you triple-team her. She can petrify targets at close range, so let Garyu handle hand-to-hand combat while you circle around the back.



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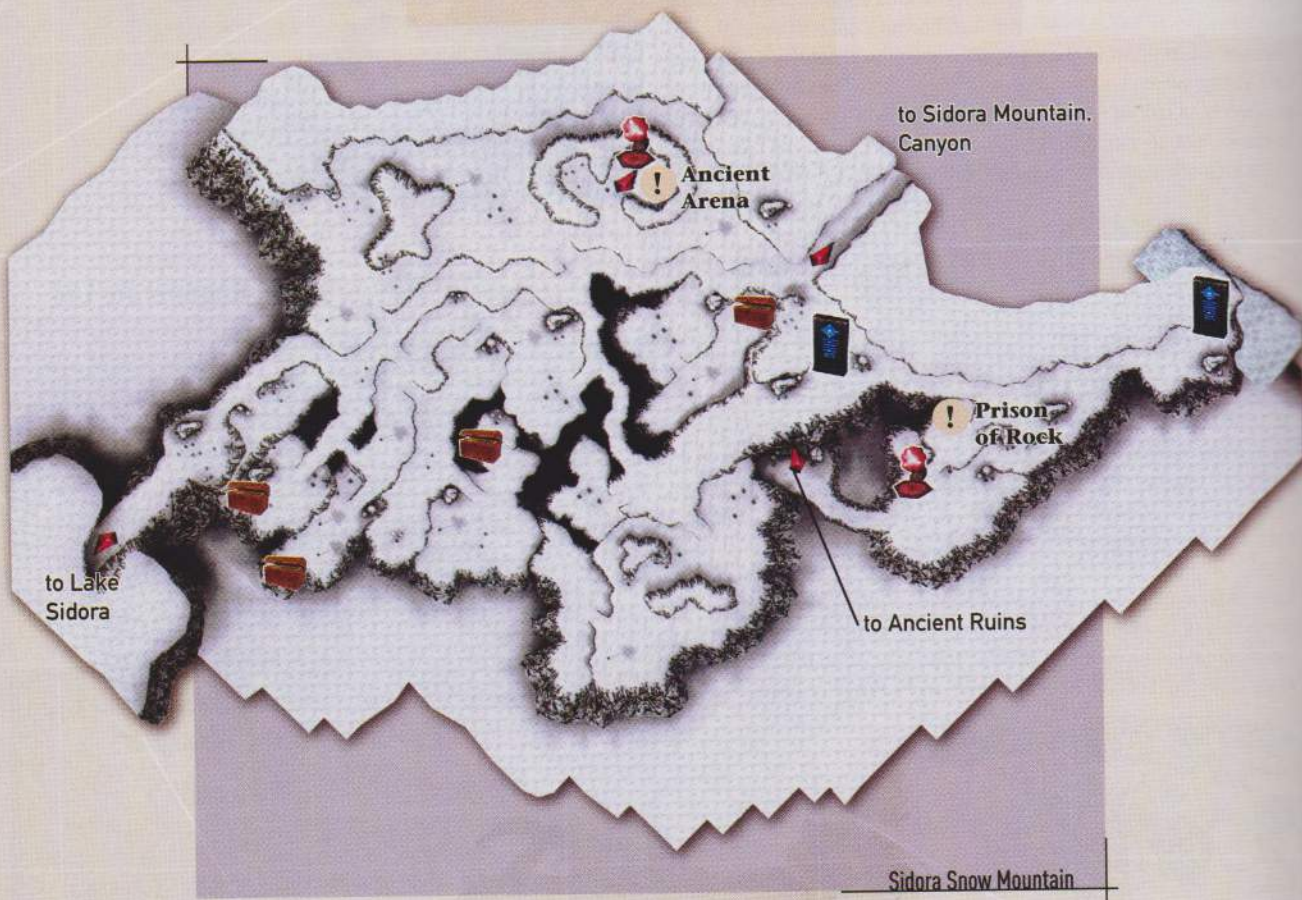
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Sidora Snow Mountain



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Freeze Dragon	Dragons	Frost	Winged/Scaled	Frost/Knockback/Float
An Ice Dragon. Its ice breath freezes everything in its path.				
Freeze Dragonette	Dragons	Frost	Winged/Scaled	Frost
A baby Freeze Dragon. Its ice breath may be weak, but it is still a dragon—do not underestimate its power.				
Freezer	Insects	Frost	Winged	Frost
A bird born from ice. Shoots ice blocks from its beak. Beware when facing a flock of these birds.				
Geist Generator	Robots	Neutral	None	Petrification/HP Absorb/MP Absorb
A monster generator with the ability to hide itself. Stealthily unleashes hordes of creatures.				
Ice Golem	Golems	Frost	None	Frost/Petrification/Critical Hit/HP Absorb/MP Absorb
A Golem made of ice. Tough, but weak against fire. Draws ice power from the earth to use his powerful Freeze attack.				

The Entrance to the Ancient Ruins

You'll continue to face primarily Frost-type enemies on Sidora Snow Mountain, so any combination of Flame spells, Fire Nucleus Secret Arts, and Frost Pursuit Power Arts will allow you to cut through them with ease. Finding your way won't be so easy, however; this map is a tangle of thin bridges and dead ends. Virtually all of the treasures are on the south side of the mountain, but if you're not interested in random armaments, you can hit both of the Power Arts and reach the Ancient Ruins by simply heading north and following the outer perimeter around the map.

Power Art: Critical Rate Lv4

Power Art: Power Boost Lv7



ANCIENT ARENA: SKELETONS

Secret Art: Darkness Nucleus (weapon)

Power Art: Demon Killer

It's been a long time since skeletons have posed any threat to you, and even the Ancient Arena versions are total pushovers. Any weapon will do, but you can't beat Holy Lv2 for sheer overkill. Despite the lack of challenge, the rewards are great: You'll find the Demon Killer Power Art, Darkness Nucleus Secret Art, and a Necromancer spellbook full of powerful spells.



PATH OF CARNAGE

The Path of Carnage at the north end of the map leads to the Sidora Mountain Canyon area, where a single path winds down to the basin of a crater. The demons that protect this path are far more vulnerable to Light than Flame, so Cyrille should switch to Shine spells while Toma should drop the Dragon Slayer in favor of the Noswald Axe. You can reach the Ancient Arena at the crater basin with relative ease, but when you do you should simply activate the Warp Gate and then return to Sidora Snow Mountain. The demons in the Ancient Arena are brutally difficult, and even the lesser ones can kill a level-50 character with a single hit.



PRISON OF ROCK: FREEZER

Secret Art: Thunder Nucleus (weapon)

The Freezer in the Sidora Snow Mountain Prison of Rock is unusually powerful, but completely incapable of physical attacks. Its every move involves some sort of ice projectile, so if you can position yourself so that Frost-immune Duga is between you and the Freezer (while holding R2 to keep Duga locked in place) Duga will act as an impenetrable shield. Cyrille is the best character to use, since she can cast Blaze from far enough back that she's also out of range of the Freezer's ice breath.



BOSS

Freezer

RACE
Insects

ELEM.
Frost

CHAR. Winged

IMMN. Frost

A bird born from ice. Shoots ice blocks from its beak. Beware when facing a flock of these birds.



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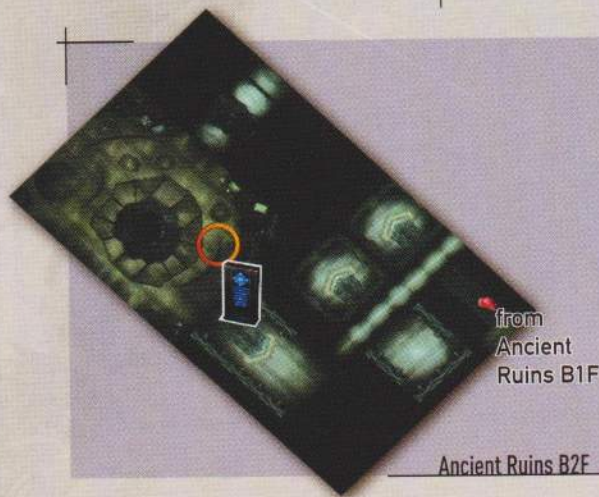
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Ancient Ruins



Ancient Ruins B1F



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Gunner Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
The most dangerous monster generator, with the ability to move and attack, in addition to creating creatures.				
Legion Driller	Insects	Darkness	None	Stun/Float/Critical Hit
An evil insect larva. Hides underground in its shell and makes surprise attacks. Its tongue petrifies enemies.				
Legion Scout	Insects	Darkness	None	Knockdown
An evil insect larva. Lacks power but has a hard-shelled body with high defense.				
Legion Wing	Insects	Darkness	Winged	Petrification/Critical Hit
An evil flying insect. Slightly low defense, but moves quickly and charges for a deadly combo.				
Moving Generator	Robots	Neutral	None	Petrification/HP Absorb/MP Absorb
A monster generator with the ability to move on its own. Can dodge attacks.				
Soul Stealer	Undead	Neutral	Armed	Petrification/Stun/Critical Hit/HP Absorb/MP Absorb
Ghost king. Surprises target before killing with its Dark power. Its scythe slashes and drains the enemy.				

Reactivate the Survivors

The Ancient Ruins are littered with fallen robots, victims of some long-ago battle. But while some of the 'bots have been reduced to scrap, you can reactivate others by examining them. The first such robot will open a door for you to proceed, and later robots will chip in during combat. They won't follow you, but they'll happily

lend a hand whenever an enemy comes their way. You'll need their help, too—the Legion Scouts aren't so tough, but the Legion Drillers can petrify prey with their frog-like tongue, and by increasing the number of allies in the fight, you reduce the odds that the tongues will hit you.



Ransack the Armories

The northern block of B1F rooms contains two armories, where Soul Stealers will join Gunner Generators and the Legion in defending massive racks of weapons. You can collect around twenty weapons per armory, and while they're high-level items, they tend to have no special powers. As a result, they're probably not worth using, but simply collecting them will allow you to fill out the armory in your base. You can also smash boxes of all shapes and sizes to uncover more loot, and dig it out of the remains of fallen robots.



Scrolls in the Libraries

The southern block of B1F rooms contains two libraries that are packed with still more items. Most of the bookcase shelves contain tomes for Cyrille, but you'll also find the Wolf Reaction equipment (for Duga) in the east library, and the Elite Archer equipment (for Maebelle) in the west library. You may also notice a path that leads south from the east library, which is blocked by bookcases. You can't push them aside, but if you go all the way around (towards the stairs to B2F) you'll find the Iron Dragon equipment (for Garyu) on the other side of the bookcase.



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Five Core Metals to Collect

There are four pieces of Core Metal on this floor alone. To get the first, use the glowing warp machine south of the east library to reach an otherwise inaccessible part of the north block. Use the same warp to return, walk back towards the main hall, and proceed south. You'll find the second piece on a robot as you approach the boss, you'll win the third after slaying the boss, and you'll find the fourth piece on a robot near the exit of the same room. You can find yet another piece of Core Metal by searching a dead Legion on level B2F.



The Legion Mother

The trick to defeating the boss of the first floor is to activate as many robots as you can, which will divide the boss's attention in so many ways that she'll be unlikely to even notice you striking from behind. The robots aren't immortal, so when they're destroyed, lead her further into the room towards robots that are still active. Focus your attacks on her, and rely on your many allies to keep the other foes occupied.

BOSS


Legion Mother

RACE	ELEM.
Insects	Darkness
CHAR. None	
IMMN. Petrification/Stun/Float/Knockdown	

An evil insect queen. Controls legions of evil offspring and its presence is a danger to humanity.

The Source of the Signal

Don't forget to pick up Garyu's item behind the bookcase as you proceed down to the much smaller B2F area. On that floor, the battle went down quite differently—robots are nowhere to be found, and it's Legion corpses that litter the field. Search each one for items, but be ready for traps—some will seal the door and summon a surprise wave of foes when touched.

Power Art: Light Resist Lv1

You'll find the source of the signal in the large southwest room, just past a Power Art Stone. You won't get far in your investigation before a Valkyrie appears, so switch to anti-Robot weaponry if you have it, or just blast it with Blaze spells to reduce it to slag. When the room is clear, collect any fallen loot and examine the round blue robot.

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BOSS

Valkyrie



RACE	ELEM.
Robots	Neutral

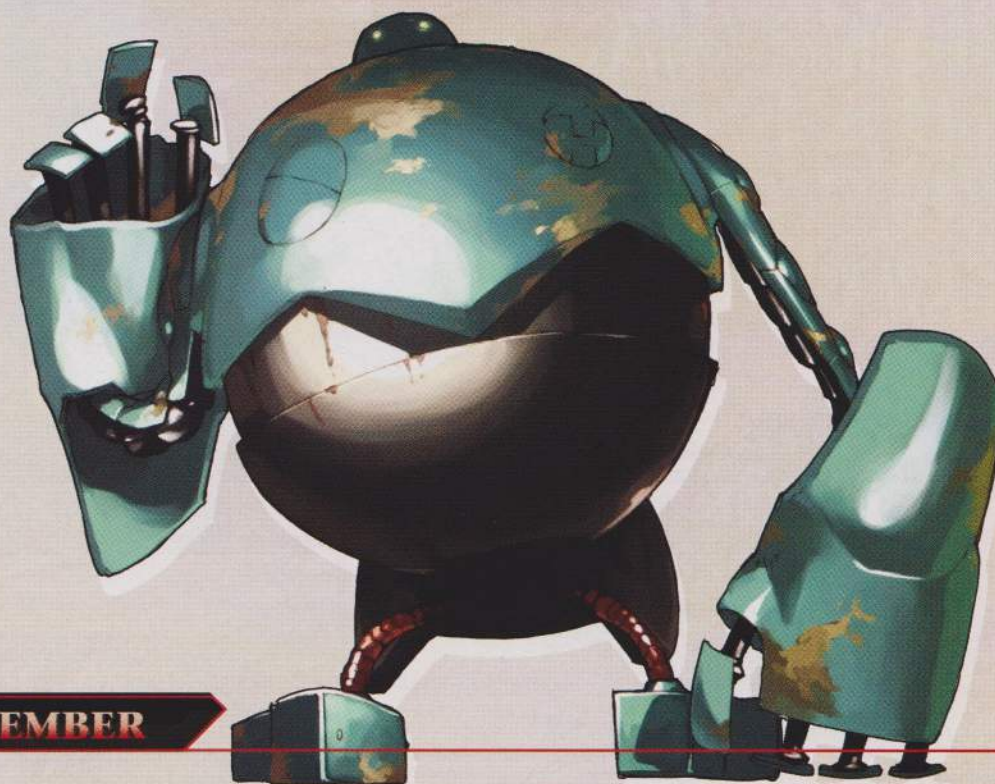
CHAR. Armed/Armored/Winged

IMMN. HP Absorb/MP Absorb

A bio-metal robot. Casts powerful magical spells, and can dish out damage from afar.



Adam will send you back to the Geo-Fortress, but the chapter isn't over quite yet. First Cyrille will need to return to her room, where a visitor will be waiting. Then head back to the control room to speak to Toma and trigger the series of events that will end the chapter.



NEW PARTY MEMBER

3580 HP	LV. 40	CLASS	RACE	EQUIP.	NOTE
Adam		Robo-Soldier	Guardian	None	Immune to Floating and HP/MP drain attacks
A robot soldier from an ancient mobile fortress. It is highly intelligent but lacks emotions and empathy.					



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
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CHAPTER 11

East Balcan Desert



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Dark Stalker 	Demons	Darkness	None	Darkness/MP Absorb
An underground creature that attacks living beings. Low HP, but high magic resistance. Skilled at MP-absorbing attacks.				
Devil Daughter 	Demons	Neutral	Armed/Winged	HP Absorb
A demonic daughter. Uses Spark magic with her high magical powers. Favors tricky attacks.				
Devil Son 	Demons	Neutral	Armed/Winged	HP Absorb
A demonic son, who attacks by charging with a spear. Limited attack and magic power, but he moves very quickly.				
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creature with which to protect itself.				
Greater Worm 	Snakelings	Neutral	Scaled	Knockback/Float/Knockdown
A large, aggressive sand worm, the lowliest form of Snakelings. Hunts by listening to its prey's footsteps.				
Naga 	Snakelings	Neutral	Armed/Armored/Scaled	None
A highly intelligent Snakeling fighter. Prefers moist places but can survive in the desert. Proficient at knockback attacks.				
Sand Worm 	Snakelings	Neutral	Scaled	Knockback/Float/Knockdown
Smallest of the sand worms, the lowliest form of Snakelings. Hunts by listening to its prey's footsteps.				

Crossing the Balcan Border

This chapter begins with Toma missing and Cyrille taking it upon herself to find him. Set your base to Cannon Mode, add Ami to your party and warp to either the West Balcan Desert or the Impact Ancient Arena. From there, it's only a short walk east to the East Balcan Desert, where you should swap last chapter's Flame spells in favor of Ice Spells, which will be much more effective. Your destination is the border at the northernmost point of the map, which can only be crossed if Ami is in your party.

The Balcan Tunnels

For a worthwhile side trip, use the base's Cannon to destroy the rubble near the Prison of Rock. Like the cave near the entrance to the map, this tunnel connects to the north region of the desert. But unlike the other tunnel, this one also opens up a path to the Worm Ancient Arena. The tunnel itself is free of enemies, and contains only a simple puzzle that involves a large statue, two lights, and two small statue-like switches. Solve the puzzle by hitting the switch near whichever light matches the color of the light on the statue. When that causes the light on the statue to change, start smacking the other switch. After hitting the correct color several times in a row, you'll earn a piece of Core Metal.

PRISON OF ROCK: GREATER WORM

Secret Art: Nullify Knockdown (shield)

The usual Cyrille tactic of hiding behind stronger allies won't work against the Greater Worm, as it can loop over or tunnel under anyone it pleases. Fortunately it's pretty easy to see the worm coming, so if you concentrate on dodging and use Ice Spike and/or Freeze spells to hit it while you move, you should be able to defeat it. Faulklin will help, since it's even weaker to Light than it is to Frost.



BOSS

Greater Worm

	RACE	ELEM.
	Snakelings	Neutral
CHAR.	Scaled	
IMMN.	Knockback/Float/Knockdown	

A large, aggressive sand worm, the lowliest form of Snakelings. Hunts by listening to its prey's footsteps.

Power Art: Darkness Resist Lv1



The north region of the East Balcan Desert has slightly tougher foes, a few random treasures, and a rubble-blocked entrance to an area known as The Diablo's Palm. Don't even step through to check it out—the foes of Diablo's Palm can probably kill Cyrille in a single shot.

ANCIENT ARENA: WORMS

Secret Art: Goddess Blessing (weapon)

Power Art: Scale Killer

This is a tough Ancient Arena that you will probably want to save for Toma to do in a future chapter. Bring the Dragon Slayer (which deals extra damage to all scaled creatures, including worms) and Avalon, whose petrification abilities are crucial here. As soon as you enter the lower floor, scramble up to the stable sands on the outer rim of the battlefield, and take on the lesser snakes one by one. When the big one is all that's remaining, circle around it and focus on dodging until it lunges at one of your allies. If you take a hit, heal it immediately—you surely won't survive a second one.



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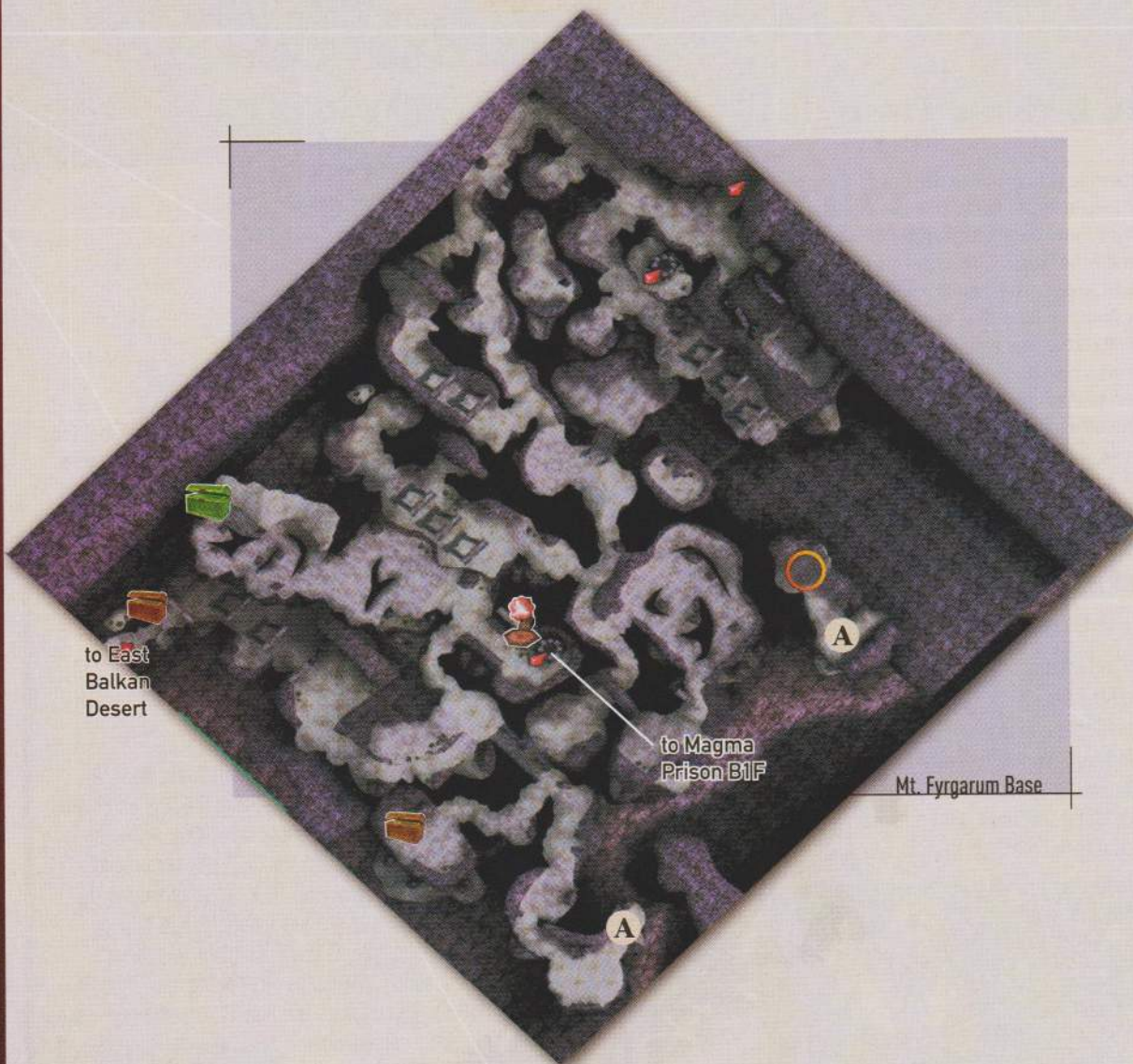
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Mt. Fyrgarum Base



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Gigandeth	Giants	Neutral	Armed	Stun/Knockdown
A violent Giant with a huge hammer. Knocks back enemies with a tackle and follows up with its powerful hammer attack.				
Gunner Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
The most dangerous monster generator, with the ability to move and attack, in addition to creating creatures.				
Medusa	Snakelings	Neutral	Scaled	None
A highly intelligent Snakeling shaman. Uses Nagas for protection to petrify targets before devouring them whole.				
Naga	Snakelings	Neutral	Armed/Armored/Scaled	None
A highly intelligent Snakeling fighter. Prefers moist places but can survive in the desert. Proficient at knockback attacks.				
Phoenix	Insects	Flame	Winged	Flame
A bird born from fire. Breathes fire from its beak. Beware when facing a flock of these birds.				

The Bane of Flame

There's a chest on a rock outcropping to the left that Cyrille won't be able to reach unless she uses a spell or crossbow. It contains a ?Freeze Shot, which can be appraised to reveal a double helping of the Anti-Flame ability. That means it will deal triple damage to any Flame-type creature, on top of whatever damage such foes take from its ice-type arrows—this one's a keeper. Use it immediately to spray some bolts onto the outcropping, where you'll reveal a second hidden treasure.



Secrets of Mt. Fygarum

You can only visit the southern half of this map, but there's plenty to find in the area available to you. The northwest corner of the map holds a chest with Ami's Witch Strategy partner equipment, and you can blast the statue behind it for a second random item. In the southeast corner you'll find a glowing warp spot that will take you to a small outcropping with Avalon's left foot.

That's the last piece of Avalon, and you can now return to Lakton Village to put him together at your leisure. (Check the character section of this book if you're missing any pieces.) Note that Avalon will not officially join you unless you speak to him after removing both other characters from Cyrille's party.



NEW PARTY MEMBER

12120 HP	LV. 60	CLASS	RACE	EQUIP.	NOTE
Avalon		Dark Knight	Undead	None / Hero & Friend / Hero & Merc / Hero & Worm	Cancels Stagger, Knockback, Juggle, Knockdown, Critical
Undead man with the same name as a legendary knight. Gadfort is convinced of his identity because of his skills and weapons.					

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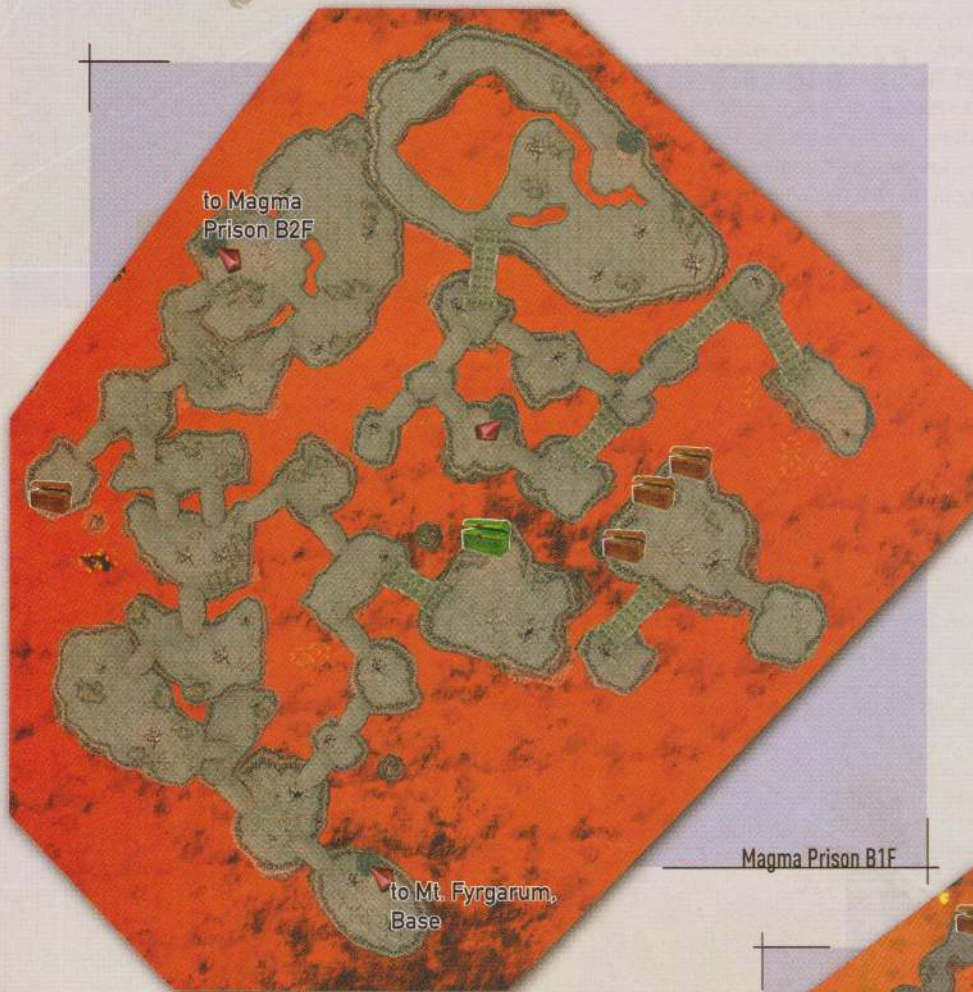
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The Magma Prison



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Blaze Golem 	Golems	Flame	None	Flame/Petrification/Critical Hit/HP Absorb/MP Absorb
Devil Brother 	Demons	Neutral	Armed/Armored/Winged	Knockback/HP Absorb
Devil Daughter 	Demons	Neutral	Armed/Winged	HP Absorb
Devil Son 	Demons	Neutral	Armed/Winged	HP Absorb
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
Life Drainer 	Demons	Neutral	Winged	Petrification/MP Absorb
Succubus 	Demons	Neutral	Winged	Petrification/MP Absorb
Vampire 	Undead	Neutral	None	Knockback/HP Absorb/MP Absorb

An Uncomfortably Warm Welcome

The sign says “authorized personnel only,” but go ahead and step through the door of Magma Prison all the same. Inside you’ll find powerful Blaze Golems that you can shred with your Freeze Bow, but demons and vampires are the more common foe. Characters with Light-type attacks (like Faulklin and Avalon) and Cyrille’s Saint’s Tome will come in just as handy as Frost-inflicting weaponry.



Head north from the entrance, where you’ll find a pile of crates that can be blown away to drop a chest that holds Melee Program D, the first piece of party equipment for Adam. Continue northeast, and after several tough fights, you’ll discover a piece of Core Metal. Then slog west through several demon battalions to reach the entrance to the next floor.

Trapped by the Flames

The second floor of the Magma Prison is filled with landmines that explode with a Holy-esque burst of flame. A fast-moving character can dash right over them and be out of range in the time it takes to trigger, but you won’t always have the luxury of room to maneuver. Waves of enemies are often accompanied by walls of flame that keep you trapped in a small area until the Generator is destroyed. Virtually all of these foes are demons, so Light spells will prove very useful.



Power Art: Master Guard Lv7

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The five paths to the northern chamber are all blocked by walls of flame and fireball-spewing statues. Smash each statue at close range, and its destruction will add to the mass of a statue in the center. When all five fireball statues lie in ruins, the flames will fade and the central statue will explode to reveal a giant Devil Son and his army of minions. Holy your way through several waves of the little guys in order to make the leader vulnerable to damage.



The Heart of the Prison

Four open passages radiate like spokes from the center of the B3F map, and you'll need to win a tough fight in each before the flame walls of Toma's cell will begin to fall. You can't warp out during these battles, so return to the base and save now—some of them are quite tough. At least there's plenty of loot to be won—virtually all of the cracks in the floor contain some sort of hidden treasure.

Power Art: Quick Swing Lv3



To the south you'll face the Devil Brother, a powerful new member of your least favorite family. Wipe out his henchmen with Holy spells then blast him with direct attacks. Collect a Core Metal and Power Art, then continue counterclockwise around the spokes of the map, where you'll face similar encounters with Devil Daughters, Devil Sons, and Life Drainers (who also guard a Core Metal). Keep an eye out for treasures that are buried in the cracks on the floors of each spoke.

When all three have been defeated, the center room of the map will fill up with Blaze Golems. Hunt down and slay each and every one of them to douse the final series of flame walls. Before you enter Toma's cell to the northwest, take a trip up the northeast path to the Ancient Arena of Flame and activate its warp. Then circle behind it to blast a distant chest for a random treasure.



PRISON OF ROCK: BLAZE GOLEM

Secret Art: Source of Life (armor)

The Blaze Golem Prison of Rock can be found in the northeast corner of the Magma Prison's second floor. The golem moves slowly and is extremely vulnerable to Cyrille's Freeze Shot and Ice Spike spells, so it shouldn't be difficult to slay the golem and earn the Source of Life, a Secret Art that boosts both MP and HP with no drawbacks.



Battle Toma's Captors

Spark and Dark Shine spells will be flying all over the place in this tough three-on-two fight, so do what you can to boost your resistance to Lightning and Darkness. Lurnaezel is the weaker of the bosses, so focus your best Frost or Light spells on her and burn through your entire supply of Goddess Tears if necessary. Once she's out of the fight, you'll be alone with Riemsianne, whose Flame-type nature will make her extremely vulnerable to Cyrille's souped-up Freeze Shot. Hit her with non-stop Frost attacks, and both ladies will have no choice but to teleport away, allowing Cyrille to finally reunite with Toma at the north end of the cell.



Lurnaezel

RACE
Demons

ELEM.
Neutral

CHAR. Stun

IMMN. Stun/Knockback/Float/Knockdown

Riemsianne's subordinate. Lacks magic power, but her intelligence and thoughtfulness are highly valued by Riemsianne.

Riemsianne

RACE
Demons

ELEM.
Flame

CHAR. None

IMMN. Flame/Darkness

The La Vaes ruling Fyrlandt. She has unparalleled magical powers that could burn a mortal soul to cinders.

ANCIENT ARENA: FLAME

Secret Art: Magic of Insanity (headgear)

Power Art: Flame Pursuit

Since you've already arranged Cyrille for anti-Flame combat, now is a good time to challenge this arena. Bring Garyu and Gadfort, your two most flame-resistant allies, and set them after the clump of flaming monsters while Cyrille stands back and picks off the weaker foes with her Freeze Shot. When you've managed to thin out the crowd, move closer and use Ice Spike spells to blast the Blaze Dragon while it tussles with Garyu. Prizes include a Healing Water for Cyrille and a Secret Art that significantly boosts all of a character's magical resistances.

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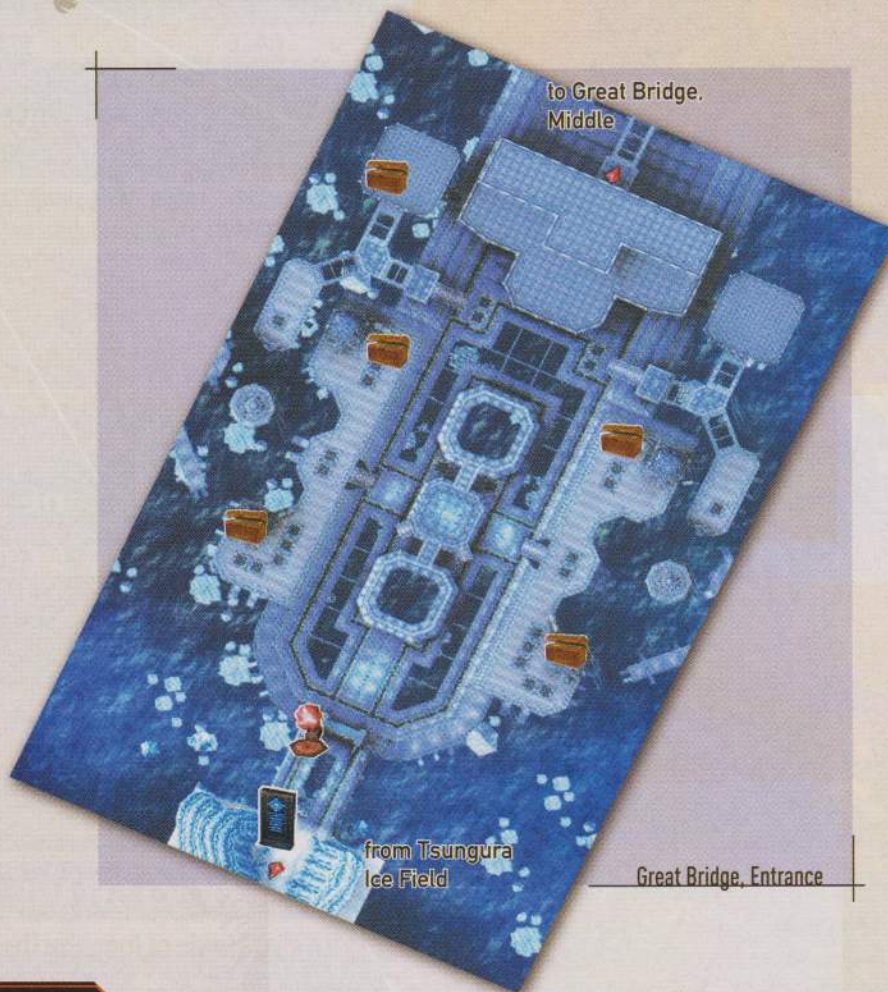
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THE EMPEROR'S AMBITION

CHAPTER 12

Great Bridge, Entrance



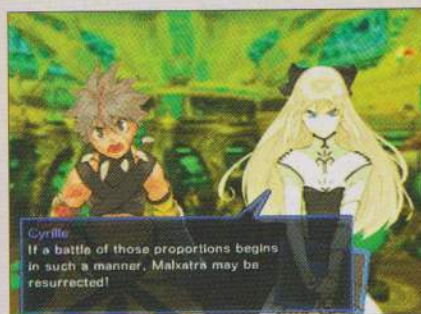
ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Berserker 	Beastlings	Neutral	Armed/Armored	None
An aggressive Beastling, as are all Werewolves. A dangerous fighter who fights with only fierce animal instincts.				
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creatures with which to protect itself.				
Noswald Artillery 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A Noswald siege weapon. Fires rounds to destroy its targets.				
Titan 	Giants	Neutral	Armed	Stun
A Giant from the snow fields. Very tough against cold, and also shoots thunder from its body.				
Wolf Baron 	Beastlings	Neutral	Armed/Armored	None
One of the most violent types of Beastlings. Of noble birth, they're intelligent, and use a sword and shield for defense.				

Prepare for a Long Journey

You'll be facing lots of robots and enemies who are weak to Flame, so form a party of characters who are most capable of exploiting those weaknesses. If it's Toma's turn to play, add Fire Nucleus to the Dragon Slayer and keep an eye out for rings with the robot-smash-

ing Crush ability, which may appear randomly during this mission. Before you depart, talk to Adam in the Engineering Block to get a bottle of Toma-green Healing Water (if you haven't already) then have your hero of choice pick up Cyrille's Imperial Jewel.



The Great Bridge Front Gate

Warp to "The Foot of the Ice Fortress" and fight your way up to the fourth level of the fortress. From there you can descend to the third level and destroy an artillery cannon to open the path to the Great Bridge. If you have the Imperial Jewel, the guards will open the gates without question, but they won't call off the Noswald security forces—you'll find yourself surrounded by Noswald Artillery and beset by waves of Wolfings and Titans. Smash the cannons first, then fight through the enemy waves.

Power Art: Frost Resist Lv2



Sabotaging the Works

There are a stunning amount of objects you can destroy on the Great Bridge, including everything from computers to fuel tanks to utility poles. You'll often earn gold and Mythril from doing so, so wreak as much carnage as you. On this map, you'll find small

control rooms packed with destructible equipment on the upper levels of both sides. There's no need to enter them, but you'll find a few treasure boxes that will make it worth your while.



Noswald Spark Machines

At the northern end of the bridge's base level you'll face a Berserker commander backed up by dozens of artillery cannons. Take the cannons out first, then slay the Berserker to unlock paths on both sides of the map. Travel north along either path, and you'll find yourself in a computer-filled room where a glowing pole will blast you with Spark spells until you smash every piece of equipment in the room. The safest way to do this is to fire up an Inferno or Freeze spell and run in circles; the spell will gradually damage the equipment and your constant motion will help you dodge the blasts.

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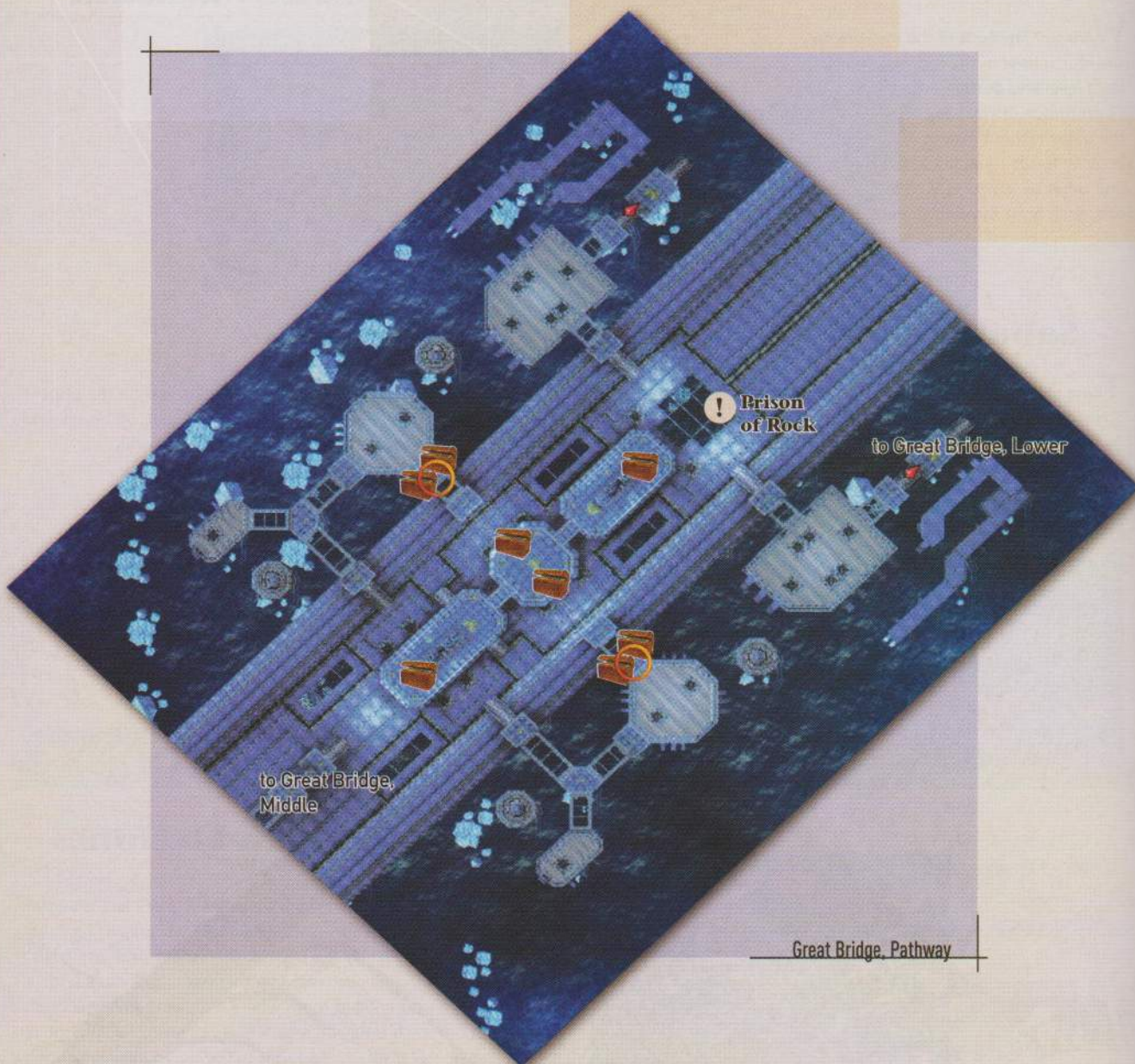
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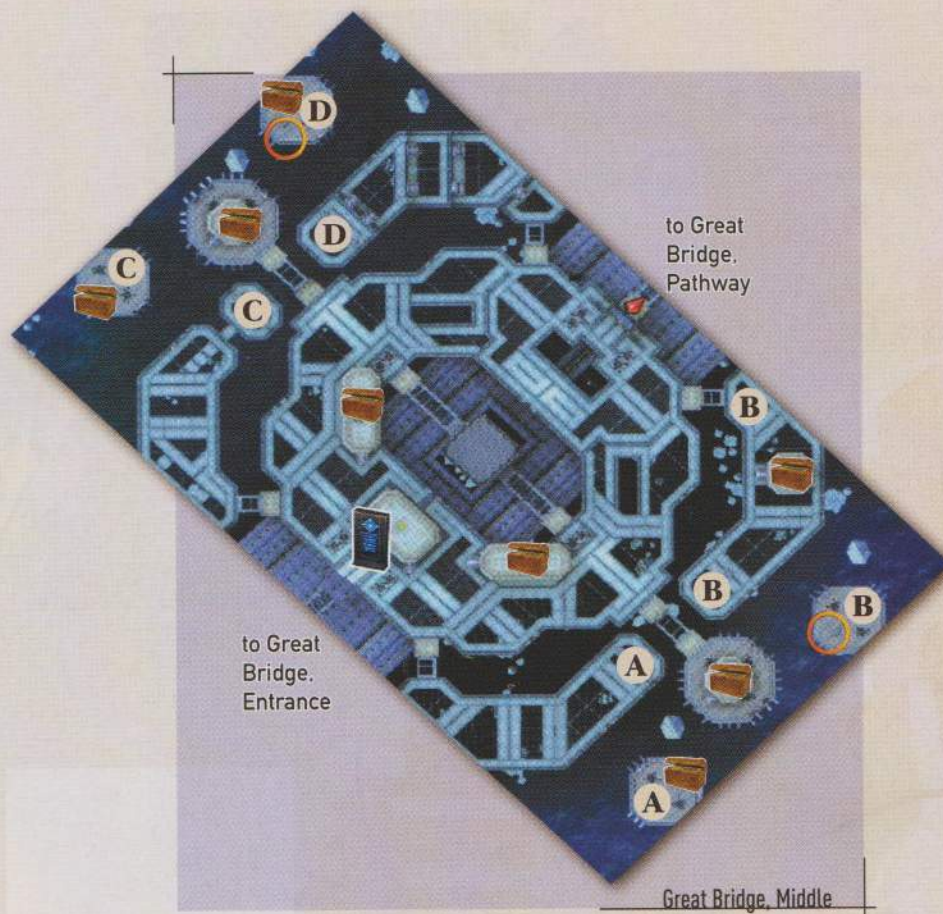
The Great Bridge Middle Gate

The Spark-Machine rooms lead to a wide entryway protected by four more Spark machines. All four will switch on when you approach the northern door, and another Berserker commander will appear to lead packs of Generator-spawned Wolfings. Fall back to the south, where you'll be out of Spark range, and use the Spark machines to help you kill the Berserker commander. Then smash all the computer equipment in that area to shut down the two Spark machines by the gate. The gate will remain sealed, however, until you raid the rooms on either side of the hallway and smash both Wolfling Generators.



Great Bridge, Middle





ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Lizard King	Lizards	Neutral	Armed/Armored/Scaled	None
Lizard King, leads Lizards into battle wielding a giant sword and a shield with great power.				
Lizard Knight	Lizards	Neutral	Armed/Armored/Scaled	None
A Lizard knight. Naturally fights in a group. If you see one, expect ten others.				
Lizard Mage	Lizards	Neutral	Scaled	None
A Lizard Witch. Talented in magic. Wields Flame and Lightning spells.				
Moving Generator	Robots	Neutral	None	Petrification/HP Absorb/MP Absorb
A monster generator with the ability to move on its own. Can dodge attacks.				
Samurai	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
Undead armored samurai. Its slashing attacks reach further than expected. Beware of its critical strikes.				
Titan	Giants	Neutral	Armed	Stun
A Giant from the snow fields. Very tough against cold, and also shoots thunder from its body.				

Treasure Islands in the Bay

The middle section of the bridge is wide open, so treasure hunters will need to search every nook and cranny to find all the goods. Start by investigating the passages that lead southeast and southwest from the entrance area with the Power Art Stone. Both passages lead down long platforms that end with mini-boss versions of regular enemies like Samurai and Lizard Kings. Defeat them to expose a warp, which will take you to an island with a treasure chest and another powerful foe. You can ignore the levers you find there—they have no function.



Power Art: Critical Res. Lv4

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You'll also find mini-boss-guarded treasure chests on the raised platforms near the center of the map and the passageways that branch out to the east and west. There are also hidden rings and bracelets in some of the small steel floor grates scattered throughout this map.



Deactivate the Ice Mines

The gate at the north end of the map is guarded by a field of ice mines that attack trespassers with a burst of ice spikes. Unlike the mines in the Magma Prison, the ice mines do not disappear when triggered, so they will make it extremely painful to battle the Lizard King that guards the gate. Fortunately, there is a way to deactivate them. Pass through the gated passages that lead northwest and northeast from the main platform, and clear out their enemies to reveal warps to a second pair of islands. Each island has a lever that, when pulled, will destroy half of the ice mines. With the mines out of the way, it should be easy to slay the Lizard King and progress to the Great Bridge Pathway area.



Great Bridge, Pathway / Lower Area





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


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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Berserker 	Beastings	Neutral	Armed/Armored	None
	An aggressive Beastling, as are all Werewolves. A dangerous fighter who fights with only fierce animal instincts.			
Freeze Dragon 	Dragons	Frost	Winged/Scaled	Frost/Knockback/Float
	An Ice Dragon. Its ice breath freezes everything in its path.			
Freeze Dragonette 	Dragons	Frost	Winged/Scaled	Frost
	A baby Freeze Dragon. Its ice breath may be weak, but it is still a dragon—do not underestimate its power.			
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A monster generator. It cannot fight, so it creates creatures with which to protect itself.			
Ice Golem 	Golems	Frost	None	Frost/Petrification/Critical Hit/HP Absorb/MP Absorb
	A Golem made of ice. Tough, but weak against fire. Draws ice power from the earth to use his powerful Freeze attack.			
Noswald Artillery 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
	A Noswald siege weapon. Fires rounds to destroy its targets.			
Samurai King 	Undead	Neutral	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai general. Disappears at will. Beware of its critical strikes.			
Samurai Lord 	Undead	Darkness	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai ruler who kills living beings with its blade of hatred and sends them to the netherworld.			
Wolf Baron 	Beastings	Neutral	Armed/Armored	None
	One of the most violent types of Beastings. Of noble birth, they're intelligent, and use a sword and shield for defense.			

Flip the Safety Locks

The gates on the base level of the Pathway map are locked, so you'll need to head up the stairs to the east or west. There you'll battle mini-boss Ice Golems and Samurai Kings to unlock a series of gates that end at a lever and two treasure chests apiece. The levers open the gates at the base level, allowing you to proceed through more enemy-packed rooms to reach an open area with a Samurai Lord mini-boss and a Samurai Lord Prison of Rock. After beating the mini-boss, the only option is east—the northwest wing and central platform can only be reached by entering this map from the southwest exit of the next map.


BOSS

Samurai Lord

RACE	ELEM.
Undead	Darkness
CHAR. Armed/Armored	
IMMN. Critical Hit/HP Absorb/MP Absorb	
Undead armored samurai ruler who kills living beings with its blade of hatred and sends them to the netherworld.	


Power Art: Stun Resist Lv5

PRISON OF ROCK: SAMURAI LORD

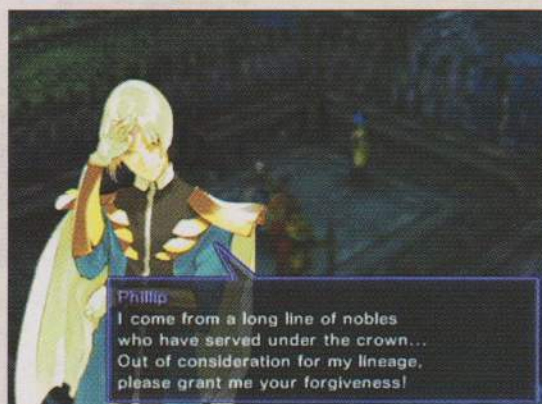
Secret Art: Perfect Blow (weapon)

The Samurai Lord is only truly vulnerable to Light magic, so a team of Cyrille, Faulklin, and Avalon should do well. However, even Toma should be high enough level to surviving trading blows with the Samurai Lord at close range. Just make sure to dodge when the Samurai Lord shifts its weight and bends down a bit—that's the tip-off that it's going to use a powerful dash attack.



A Strange Place for a Prison

The rigging on the lower bridge is crawling with both Freeze Dragons and Wolfings, so Flame-element effects are a must here. From the southeast entrance, travel north to a crossroads monitored by a Noswald Guard. West of that point is the Noswald Prison, where you can visit your old pal Phillip and pocket an Evil Ring that someone has hidden near the far wall. Then head east to a heavily-guarded platform where you'll find a Power Art Stone at the south end and a piece of Core Metal at the north end.

Power Art: Knockback Resist Lv5


The Ice Mine Hero Dash

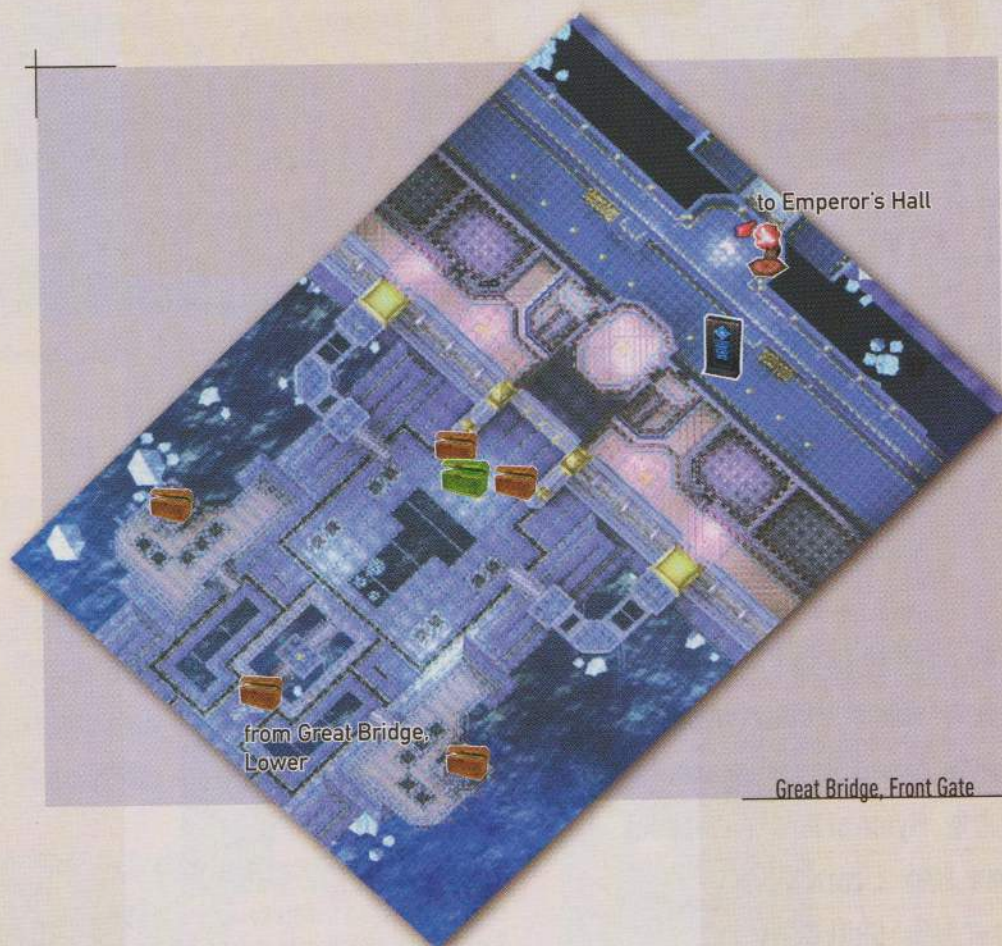
The north path eventually leads to a Freeze Dragon mini-boss, and beyond that, a crossroads marked by a glowing streetlight (as with all such streetlights, you can use a high-hitting spell like Hell Blast can knock lose a few piles of gold.) From here you can head north to the Great Bridge Front Gate, or west to complete your exploration of both this map and the Great Bridge Pathway.





To travel the optional western path you'll need to make a mad dash through the ice mines and quickly open the door at the end. Hold down R2 until the ice spikes fade, then release it to let your party members safely reach you. You'll find the western side of the map packed with enemies and ice mines, but light on treasure: a Core Metal in the northwest corner is the only significant find. A southwestern exit connects to the previously inaccessible region of the Great Bridge Pathway map, where you'll find a handful of random treasure chests on the map's central platform.

Great Bridge, Front Gate



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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Blaze Dragonette	Dragons	Flame	Winged/Scaled	Flame
A baby Blaze Dragon. Its fire breath may be weak but it is still a dragon—do not underestimate its power.				
Freeze Dragonette	Dragons	Frost	Winged/Scaled	Frost
A baby Freeze Dragon. Its ice breath may be weak, but it is still a dragon—do not underestimate its power.				
Gunner Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
The most dangerous monster generator, with the ability to move and attack, in addition to creating creatures.				
Spark Dragon	Dragons	Lightning	Winged/Scaled	Lightning/Critical Hit
A baby Spark Dragon. Its thunder breath may be weak but it is still a dragon—do not underestimate its power.				

The Front Gate Guardian

From the staircase, you can head south to collect minor treasures on the southwest and southeast walls, or proceed north to challenge the Amber Lotus that guards the gates. Use an anti-Robot weapon if you have one, but if you don't, Toma's Dragon Slayer can do a great job of dishing out damage (with an assist from Inferno) while clearing out the Dragonettes that the Lotus continuously spawns. When destroyed, the Lotus will drop treasure boxes that contain Gadfort's Thor Knight equipment and a Light Charm.





BOSS

Amber Lotus

RACE	Robots	ELEM.	Neutral
CHAR.	Armed/Armored		
IMMN.	Hp Absorb/MP Absorb		

A robot excavated from ancient ruins. It is heavily armed and constructed of metal. Its hammer pulverizes everything.

Deactivate the Spark Barriers

There's no front door, so enter the front gate from either side. You'll find the way blocked by powerful Spark barriers, but you can disable them by smashing all of the equipment in the east, west, and central computer rooms. Don't miss the Weapon Killer Power Art Stone on the upper floor of the east side—it increases damage dealt to enemies with the "Armed" characteristic, a category that covers most of the game's toughest foes. When the barriers are cleared, there's nothing left to stop you from marching up the stairs, triggering the Emperor's Hall Entrance Warp Gate, and barging in on Ragnadaam III.



Power Art: Weapon Killer

The Road to Lake Bark

Secret Art: Master's Blow (weapon)

Secret Art: Lizard Slayer (weapon)

Secret Art: Hymn of Power (weapon)

Power Art: Lizard Killer

Power Art: Skill Boost Lv5

The difficulty begins to ramp up in Chapter 13, where you'll face the game's toughest races—Demons and Golems—backed up by the deathly gaze of Medusas. When you find yourself struggling and in need of a boost, take a break and explore the East Paora Plains/Lake Bark Cavern area. The Secret Arts and Power Arts you find there (including Petrify Resist Lv2) might just turn things around for you.

Cut through Northwest Paora Plains to reach the lower grassy area of North Paora Plains. If you haven't done



so already, take a minute to destroy the Steel Golem Prison of Rock (Flame attacks will make it a snap) then proceed into East Paora Plains. Climb the foothills to the Lizard Ancient Arena, where you can easily win the Lizard Killer Power Art, Lizard Slayer Secret Art, and a bottle of Healing Water for Toma. Then take the bridge east to the Paora Plains East Coast map.

Use a weapon with Anti-Dragon properties to carve your way through the Dragonette-packed East Coast, where you'll find a Skill Boost Lv5 Power Art, Duga's Savage Wolf equipment, the Dragon Ancient Arena and a Prison of Rock that holds a Spark Dragon. The arena is probably too difficult at this point, but if you have a high level of Lightning resistance you

Foil the Emperor's Ambitions

Emperor Ragnadaam is only truly vulnerable to Flame magic and physical attacks, but both strategies have their perils. At close range Toma can easily best him at swordplay, but every now and then he'll use the Blaze Feather spell that bursts like a firecracker, sending firebolts in every direction. If he uses this at extremely close range, Toma will be hit by every bolt and likely killed instantly, so be ready to run when he falls back a step into a kneeling position—that's the giveaway that he's going to cast it. If you'd rather not take the chance, have Cyrille do battle with Blaze spells and brawler-type allies, but brace yourself for a much longer fight. When the battle ends, make sure to loot the room for Core Metals and Mythril before you speak to your fallen foe.



Ragnadaam III

	RACE Humans	ELEM. Frost
CHAR.	None	
IMMN.	Frost/Light	
The young emperor of Noswald. He wields an oversized sword with deadly strength and powerful magic. He is unstoppable.		

The Lake Bark Cavern

Secret Art: Third Eye (armor)

Power Art: Concentration Lv2

Power Art: HP Boost Lv8

Power Art: Master Guard Lv8

Power Art: Int. Boost Lv6

Power Art: Petrify Resist Lv2



can easily defeat the Spark Dragon by using the same tactics you used against the Frost Dragon—back up to a bridge it can't cross and blast it with ranged attacks. Its Hymn of Power Secret Art is one of the best weapon Secret Arts in the game, giving a significant boost to the Attack Power, Stun Attack and Knock-back stats of any weapon.

Cross the bridge past the Prison of Rock to reach a smaller island with the entrance to an area known as Lake Bark Cavern. Warp back to save and gear up for a lengthy battle with the forces of demonkind by either focusing on Cyrille's Light spells or tricking Toma out with a Noswald Axe and several ranks of the Demon Killer and Weapon Killer Power Arts. Those who persevere will find three Power Art Stones in the north map alone. Two paths lead into the Lake Bark Cavern, South map, with the west fork leading to a Devil Brother Prison of Rock, an Int. Boost Lv6 Power Art Stone, and the absurdly difficult Golem Ancient Arena (where you can establish a Warp Gate for the future).



The east fork splits again, with the west path ending at Adam's React Virus G equipment, and the east path continuing into the tiny South Point area. If you can slay the throng of demons in the South Point, you'll reveal the final box of Darkness Runes, three Core Metals and the Petrify Resist Lv2 Power Art Stone.



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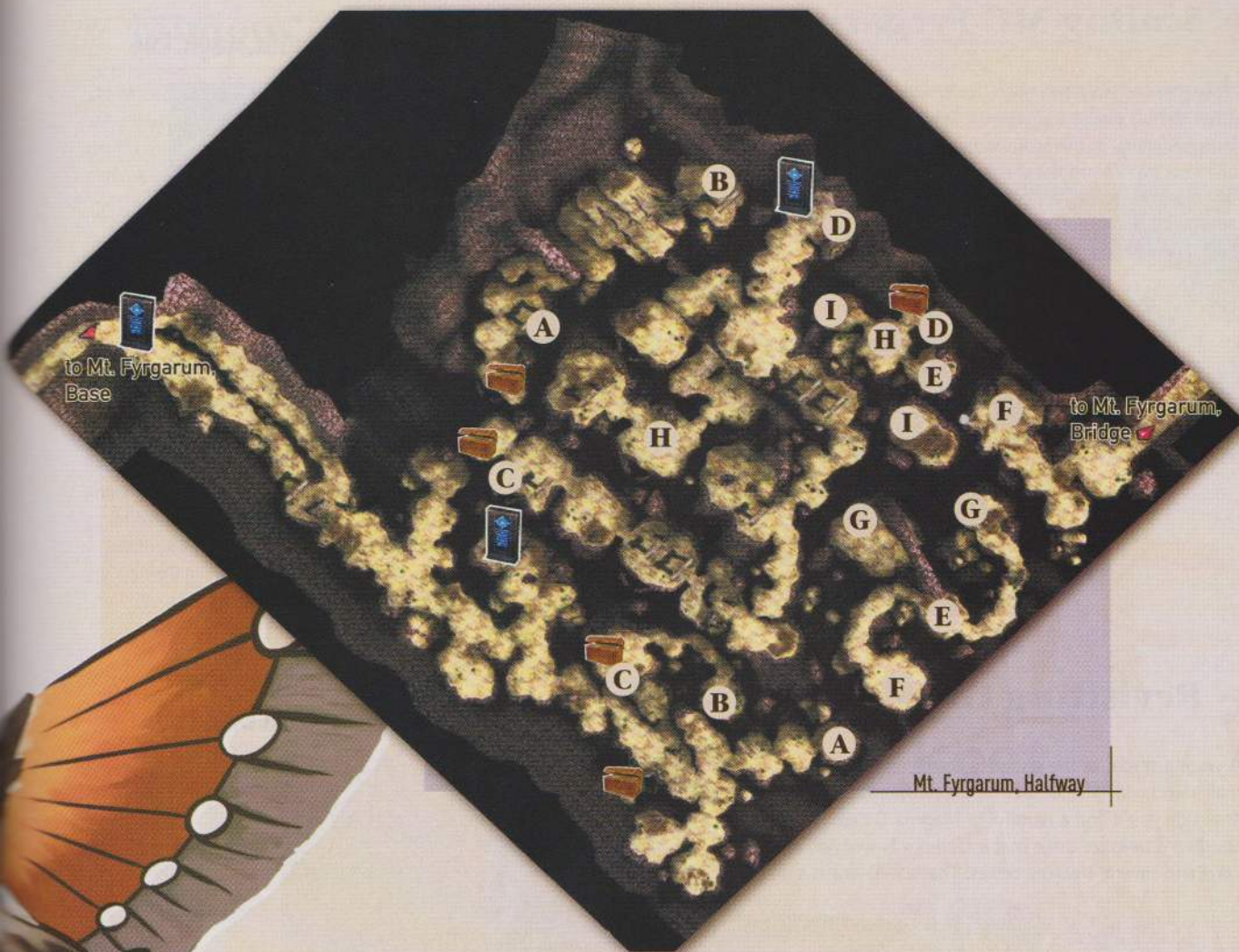
COUNTDOWN

CHAPTER 13

Mt. Fyrgarum

Mt. Fyrgarum





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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Blaze Dragon 	Dragons	Flame	Winged/Scaled	Flame/Knockback/Float
A very aggressive Fire Dragon. Its fire breath incinerates everything in its path.				
Blaze Dragonette 	Dragons	Flame	Winged/Scaled	Flame
A baby Blaze Dragon. Its fire breath may be weak but it is still a dragon—do not underestimate its power.				
Gigandeth 	Giants	Neutral	Armed	Stun/Knockdown
A violent Giant with a huge hammer. Knocks back enemies with a tackle and follows up with its powerful hammer attack.				
Gunner Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
The most dangerous monster generator, with the ability to move and attack, in addition to creating creatures.				
Harpy Hunter 	Harpies	Neutral	Armed/Armored/Winged	None
A Harpy hunter with a bow. Slow-moving, but watch out for its dangerous long-range shots.				
Iron Harpy 	Harpies	Neutral	Winged	None
A lowly Harpy slave soldier. Watch out for its diving attacks from above.				
Medusa 	Snakelings	Neutral	Scaled	None
A highly intelligent Snakeling shaman. Uses Nagas for protection to petrify targets before devouring them whole.				
Naga 	Snakelings	Neutral	Armed/Armored/Scaled	None
A highly intelligent Snakeling fighter. Prefers moist places but can survive in the desert. Proficient at knockback attacks.				
Phoenix 	Insects	Flame	Winged	Flame
A bird born from fire. Breathes fire from its beak. Beware when facing a flock of these birds.				

Scaling Mt. Fyrgarum

Now that Noswald has been dealt with, it's time to bring some of that Heritor justice to Fyrlant. Set the Geo-Fortress to Cannon Mode and warp to the Magma Prison entrance, where you'll be only steps away from the wall that divides the map in half. Blast it with your cannon, then proceed north and use the cannon a second time to destroy a boulder that blocks the path to a Lightning Magic Power Art Stone.



Power Art: Lightn. Magic Lv4



That's it for cannon blasting, so return home and toggle the Geo-Fortress over to Search Mode, which will make it much easier to find the treasure chests that dot the upper part of the mountain. While you're there, pick up a few Defense Charms from Bornay—they'll come in handy when you face large Medusa packs.

Revisiting the Magma Prison

A warp just east of the entrance to the Halfway map leads to a small island with a second entrance to the Magma Prison. On the other side you'll find a handful of Magma Golems and Vampires guarding a treasure trove that includes a Power Art, a piece of Core Metal and several treasure boxes. That's well worth a side trip.



Power Art: Skill Boost Lv6

The Middle of the Mountain

The Halfway map of Mt. Fyrgarum is guarded by relatively weak foes. Sure, the Blaze Dragons can hurt, but between Flame Pursuit, Dragon Killer, the Dragon Slayer and Frost spells, the odds are not on their side. The bigger problem is the confusion that stems from the dozens of warps spots scattered throughout the map. Most of the good loot is just off the long path along the south rim of the map, so don't even step into a warp until you've collected the Flame Resist and HP Boost Power Arts, and used a crossbow to blast the far-off treasure chest in the southwest corner of the map.



Power Art: Flame Resist Lv2

Power Art: HP Boost Lv9

Power Art: Frost Magic Lv4

To reach the exit, take the warp at the end of that path, and follow the trail of warps to the Frost Magic Power Art Stone. A nearby warp leads to an island with three other warps—you want the one on the east. Head south on the backwards S-shaped strip of land, and the warp you find will take you straight to the map's northeast exit.



Minions of the Vampire Lord

Save and heal before crossing into the next area, because you'll soon be trapped in a tight spot with a Vampire Lord and his undead army. That's nothing Cyrille can't clear with a few taps of the Holy spell, but the second wave of Vampires may give Toma some

trouble. You won't earn any big treasure trove when you slay the Vampire Lord, but you will reveal a Warp Gate and can dig hidden items out of the northeast and southwest corners of the map.

BOSS

Vampire Lord

RACE
Undead

ELEM.
Neutral

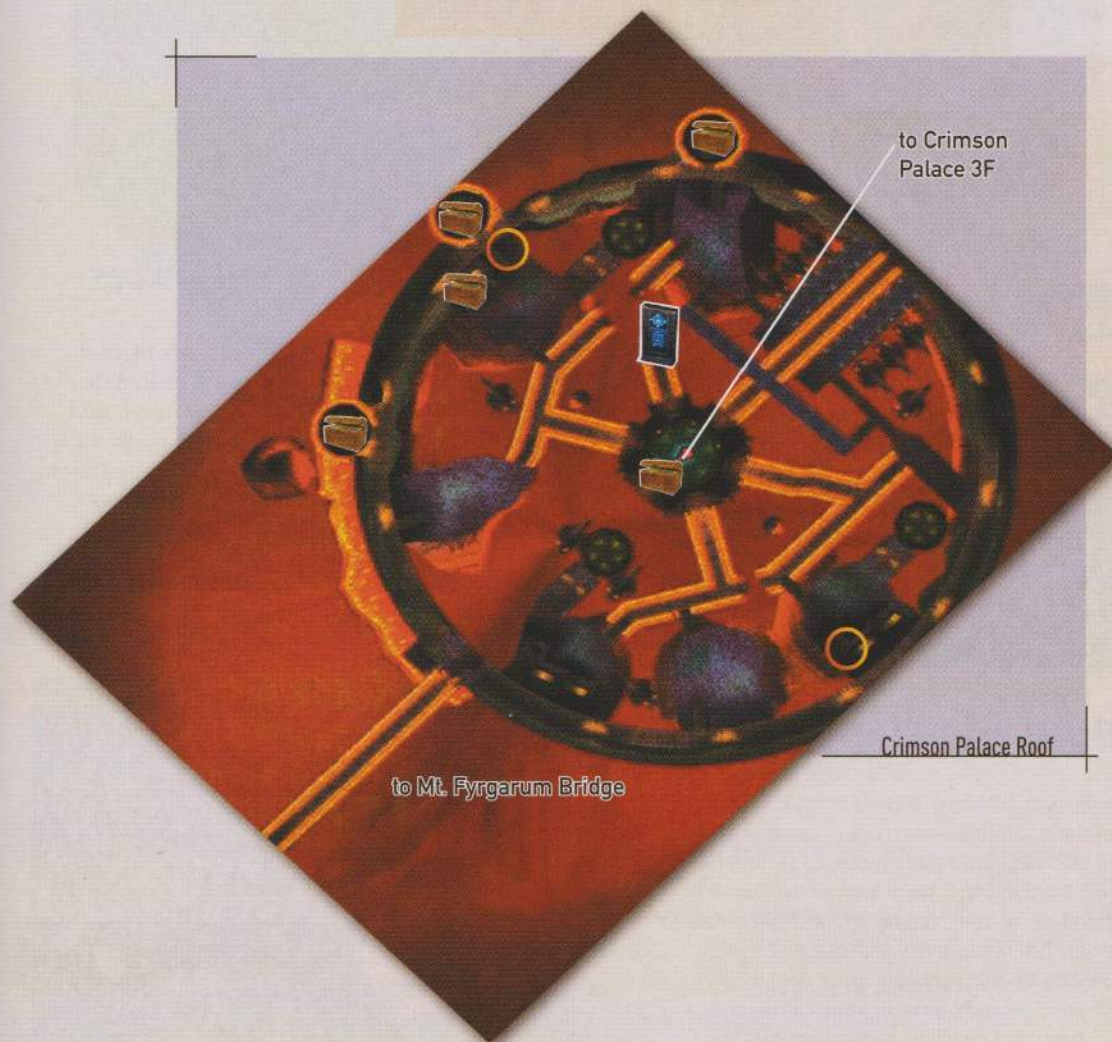
CHAR. Armed/Winged

IMMN. Knockback/Float/Critical Hit/HP Absorb/MP Absorb

A lord among Vampires. Uses powerful strikes to float victims, and pounces on them with deadly attacks as they fall.



The Crimson Palace Roof



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	RACE	ELEM.	CHAR.	IMMN.
Connect Dead	Demons/Undead	Darkness	None	HP Absorb/MP Absorb
	Undead soldier made from Fraghken. Powerful at regeneration but it is rather weak against critical hits. Easily burned by Flame attacks.			
Devil Brother	Demons	Neutral	Armed/Armored/Winged	Knockback/HP Absorb
	A demonic brother. High attack and defense. He is very tough.			
Fraghken	Demons/Undead	Darkness	None	HP Absorb/MP Absorb
	Prototype undead soldier constructed from corpses. Weak against critical hits and Flame attacks.			
Lesser Vampire	Undead	Neutral	None	Knockback/HP Absorb/MP Absorb
	A less powerful Vampire. Stabs enemy with its hands to steal life. Uses stolen life to heal itself.			
Skeleton King	Undead	Neutral	Armed/Armored	HP Absorb/MP Absorb
	A Skeleton King who commands an army of skeletons. Its joints are weak, so critical attacks are effective against it.			
Skeleton Mage	Undead	Neutral	Armed	HP Absorb/MP Absorb
	A skeleton wizard who uses powerful magic. Animated by evil powers. Its joints are weak, so critical attacks are effective.			

Western Treasure Rooms

Begin by heading west along the circular rim of the Crimson Palace roof. There are three towers on the west side of the path, each of which contains a treasure chest. But you won't be able to get into a single one of them without spawning a wave of powerful demons, so have the Demon Killer-powered Noswald Axe or a book of Holy spells at the ready.



Speaking of Holy spells, if you take the stairs down at the westernmost point of the map, you'll end up in what appears to be Faulklin's bedroom. Search the bookcase for his Radiant Saint equipment, then search it again to read a few pages from his diary. Warp back to your base to get Radiant Saint identified and add Faulklin to your party, because he can put those Light skills to excellent use in the battles to come.

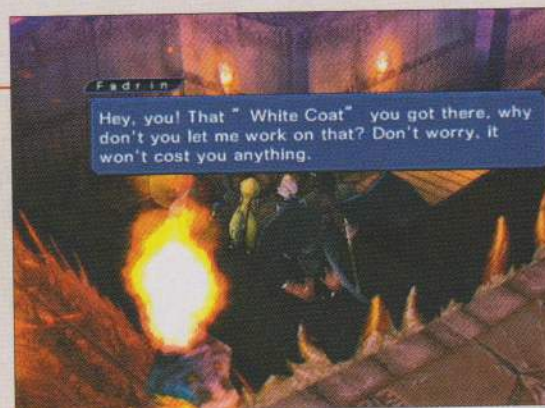


The Central Tower Gates

There are many paths to the central tower, but all are blocked by walls of demonfire that won't dissipate until you've slain the Connect Dead, Skeleton Mage, and Demon Brother mini-bosses that guard the three internal rooms in the northwest, northeast, and south sections of the map. All three are surrounded by demon packs that must be slain before their commander can take damage, so it's a good idea to lure the mini-bosses down from the stairs so you can get around them and slay their rear guard. When you've hunted down all the minions, take down the big guys with Noswald Axe swings or Shine spells, then turn your weapons on the red crystal switches inside each tower.

The Demon Blacksmith

You'll notice what seems to be a Demon Brother in the room along the eastern rim of the map. This demon doesn't want a fight—he just wants the ultimate blacksmithing challenge, and he won't sully his hands with anything less. Warp back to the Geo-For-tress and search your item box for your starting armor: Toma's Wild Vest or Cyrille's White Coat. The blacksmith will take it and hand back the Wild Vest 2 or White Coat 2, both enhanced with the Resist Darkness+ and HP +60 Special Powers. In terms of raw stats, these armors are hard to beat, and they'll be particularly great in the Darkness-filled depths of the Crimson Palace.



Into the Palace Depths

You can take any path into the Central Tower, but take a minute to explore the area before you warp down to level 3F. The broken path to the northwest ends at a valuable Magic Casting Power Art, and the path to the southwest has an unguarded treasure box.

Power Art Magic Casting Lv3



Crimson Palace 3F



Crimson Palace 3F

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Dark Servant	Demons	Darkness	None	Darkness/MP Absorb
An underground creature that attacks living beings. Low HP, but high magic resistance. Skilled at MP-absorbing attacks.				
Dark Stalker	Demons	Darkness	None	Darkness/MP Absorb
An underground creature that attacks living beings. Low HP, but high magic resistance. Skilled at MP-absorbing attacks.				
Gigandeth	Giants	Neutral	Armed	Stun/Knockdown
A violent Giant with a huge hammer. Knocks back enemies with a tackle and follows up with its powerful hammer attack.				
Medusa	Snakelings	Neutral	Scaled	None
A highly intelligent Snakeling shaman. Uses Nagas for protection to petrify targets before devouring them whole.				
Medusa Master	Snakelings	Darkness	Scaled	Darkness/Petrification
A highly intelligent Snakeling shaman. Gains power from Darkness. Petrifies targets and then consumes them.				
Naga	Snakelings	Neutral	Armed/Armored/Scaled	None
A highly intelligent Snakeling fighter. Prefers moist places but can survive in the desert. Proficient at knockback attacks.				

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The Long Way Around

The entrance and exit to this floor are only a few meters apart, but a series of Naga statues with crossed swords prevent you from taking the direct route from one to the other. Instead you'll have to take the southwest path, slay a Medusa Master (do it quickly—no need to mess with the lesser Medusas first) and exit into the outer rim of the map.

The doors in the outer rim will only open when you've cleared out the monsters in each section, and only in clockwise order—which means that you'll have to traverse the entire outer rim to reach the exit. You'll find that exit guarded by a powerful Spark Demon, but with Demon Killer and Weapon Killer Power Arts backing up Anti-Demon weaponry, it won't be in your way for long.

BOSS

Spark Demon



RACE	ELEM.
Demons	Lightning
CHAR.	Armed/Armored/Winged
IMMN.	Lightning/Petrification/Stun/Knockback/Float/Knockdown/Critical Hit

A Lightning Demon born from the thunder clouds over Paolavul. Shocks enemies to a crisp.



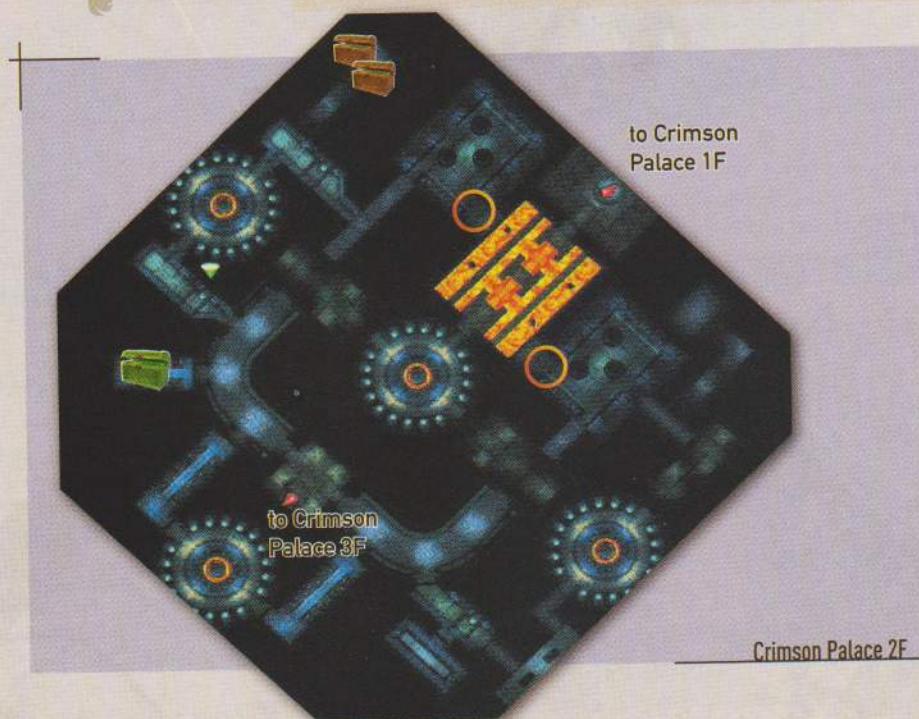
The Wrath of the Gods

Power Art: Dark Magic Lv4







As you travel from the entrance to the outer rim, you'll pass an altar with a treasure chest. It's the first of six such altars you'll find in the internal rooms of this floor, and all follow the same basic pattern—kill a Medusa Master or Gigandeth to clear the room, approach the altar to reveal the chest, and open the chest to find a random item and a nasty surprise. That surprise may be several volleys of firebolts from the altar, a new wave of guardians, or both. The traps get progressively worse, and the last one forces you to battle nearly ten waves of foes while simultaneously being strafed by the altar. Unless you really want those items, pass the later altars by and search instead for Power Arts and Mythril in the adjoining rooms.



Crimson Palace 2F



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Devil Brother 	Demons	Neutral	Armed/Armored/Winged	Knockback/HP Absorb
A demonic brother. High attack and defense. He is very tough.				
Devil Daughter 	Demons	Neutral	Armed/Winged	HP Absorb
A demonic daughter. Uses Spark magic with her high magical powers. Favors tricky attacks.				
Devil Son 	Demons	Neutral	Armed/Winged	HP Absorb
A demonic son, who attacks by charging with a spear. Limited attack and magic power, but he moves very quickly.				
Generator 	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
A monster generator. It cannot fight, so it creates creatures with which to protect itself.				
Life Drainer 	Demons	Neutral	Winged	Petrification/MP Absorb
A creature specialized in healing. It is a good melee fighter, so don't be deceived by its looks.				
Vampire 	Undead	Neutral	None	Knockback/HP Absorb/MP Absorb
A vampire fighter. Deals out powerful melee attacks to cause suffering and steal life.				

The Spark Chambers

The four circular rooms on level 2F are guarded by a floating central structure that blasts intruders with Spark spells. To deactivate this machine you must examine the four terminals that surround it, so head immediately for the terminals and engage only the demons that are blocking your way. You can skip the circular room at the south end of the map, but don't miss the small room just west of it, which holds Duga's Whirlwind Wolf Player Equipment.



Filling in the Path

The stairs to the next floor are at the northern end of the map, past the magma pit. To cross the magma, you'll need to elevate platforms by flipping the demon-guarded levers in the large rectangular rooms directly east and west of the pit. Thoroughly explore the adjoining rooms for a Power Art and random treasures, then heal up in preparation for a Demon Mother battle on the newly elevated bridge.

Power Art: Knockback Atk Lv7



BOSS

Devil Mother



RACE	ELEM.
Demons	Neutral
CHAR. Armed/Winged	
IMMN. Petrification/Critical Hit/HP Absorb	

A demonic mother, with the power to offer death as salvation to all living beings.



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Crimson Palace 1F



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Blaze Golem	Golems	Flame	None	Flame/Petrification/Critical Hit/HP Absorb/MP Absorb
Generator	Robots	Neutral	None	Petrification/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb
Legion Driller	Insects	Darkness	None	Stun/Float/Critical Hit
Legion Scout	Insects	Darkness	None	Knockdown
Life Drainer	Demons	Neutral	Winged	Petrification/MP Absorb
Mythril Golem	Golems	Light	None	Light/Petrification/Stun/Critical Hit/HP Absorb/MP Absorb
Vampire Lord	Undead	Neutral	Armed/Winged	Knockback/Float/Critical Hit/HP Absorb/MP Absorb

Dousing the Lights

To open the doors between the entrance and the exit, you must extinguish every one of the flaming torches that run along the path. Dousing each set of four will open one of the side doors, which will lead you on a winding route through this level that eventually hits every segment of the hallway, passing three Core Metals along the way.

Power Art: Concentration Lv3



Beware of the statues that you'll find in many of the rooms—the first one is docile enough, but they'll become progressively more aggressive at casting spells while you battle enemies. Stay as far from them as possible to give yourself time to dodge, and make sure Toma has access to both anti-Golem and anti-Demon weaponry, so he'll have a quick way of clear any room. After the Life Drainer battle in the western room, don't miss the Power Art Stone in the small area behind the statue.



Wrath of the Hell Queen

The Hell Queen differs from the last few bosses in that she can't be damaged until you wipe out several waves of minions. Use Light spells or anti-Demon weaponry to eradicate them quickly, then go

after the Hell Queen with a stunning weapon like the Silver Hammer, which can keep her dizzied for the rest of the fight.

BOSS

Hell Queen

RACE

Demons

ELEM.

Neutral

CHAR. Winged

IMMN. Petrification/Knockback/Float/Critical Hit/MP Absorb

A creature specialized in healing. Not an active attacker, but expels powerful thunder breath when approached.



The Magnus Throne Room

Trigger the Throne Room Warp Gate, then smash the statues on either side of the room to reveal random armaments. Don't let that southwest statue fool you—behind it is a secret room (the wall opens like a door) with an Armor Killer Power Art.



Power Art: Armor Killer

Return to the Geo-Fortress to save, then head down the path to Riemsianne's throne room, where you'll find her in the midst of a battle with the Legion. Lend a hand by using Light spells or wide-swinging weapons to clear out the Scouts and Drillers—you won't be able to hurt the Commando until they're gone. After the battle, speak with Riemsianne and her visitor multiple times to end the chapter.

PATH OF CARNAGE

Those who brave the Path of Carnage in the southeast region of the 1F map will be able to reach a Core Metal and several Mythril Crystals without any enemy opposition. They won't be so lucky on the way back, however—that's when mixed packs of Golems will strike in two separate waves, first lead by a giant Mythril Golem and then by a Generator. Cyrille's spells won't be too effective against their mixed assortment of elements, but Toma should be able to handle them with his anti-Golem weaponry. But there's no need to fight them at all—you can run right out of the area if you prefer.



BOSS

Legion Commando

RACE

Insects

ELEM.

Darkness

CHAR. None

IMMN. Float/Knockdown

An evil mature insect. Powerful and has a hard-shelled body with high defense.



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SWORD OF DESTINY

CHAPTER 14

The Geo-Fortress

The Mission to Lakton Village

This chapter begins with a wounded Bornay reporting a Legion assault on Lakton Village. You've got to get down there to stop it, but the Warp Gate is out of commission. That leaves only one route: Taking Exit Number 4 to the Underground Battlefield and crossing to Gundestor Cavern. The cavern hasn't changed at all since our side quest trip in Chapter 9, so the foes should be a breeze..



Legion at the Rune Temple

Things have changed in the Ancient Rune Temple, where the usual Snakelings have been replaced by Legion Drillers, Scouts, and Commandos. Hunt down and kill the Legion Commandos near the entrance to open the gate to the south, then slay another pair of Commandos in the southern courtyard to light red and green flames in the center of the map. As you explore, keep an eye out for Mythril crystals—even if you cleaned this place out previously, several new formations should have appeared.



When the four flames are lit, you can trigger a battle in the center of the temple courtyard. Slay another batch of Legion to open the gate to the east, where you'll see a Legion obelisk like the one Bornay saw in Lakton Village. You can't hit it with weapons (and it will damage you if you get that close), but you can obliterate the thing with a blast from your Geo-Fortress cannon. Destroying it isn't a necessary part of this mission, but you'll earn a Core Metal if you do.



Rescue Lakton Village

The Lakton Cave is as Demon-infested as ever, and the giant Dark Stalkers still pack a punch. Use Shine spells or physical attacks to wipe them out, or simply flee to the exit in the northeast. The stairs there will take you directly to Lakton Village, where the Legion can be found in every corner of the map. You'll need to hunt down and kill each and every one to end this mission, so be thorough! Call in a cannon blast when you see the Legion obelisk, and you'll receive a second piece of Core Metal.



End the Legion Assault

The Legion invasion is more widespread than even Zenus realizes. In addition to the obelisks in the Ancient Rune Temple and Lakton Village, eleven others have appeared throughout the world. You'll earn a Core Metal whenever you hunt one down and destroy it with your Geo-Fortress cannon, as well as a bunch of experience points for killing the Legion that guard it. If you search carefully, you'll even find Adam's Physic Prog B. equipment in the center of the crater left in Clanup Island! All 11 obelisks are listed below, by region:

Geo-Fortress Area

- Northwest Paora Plains (up previously blocked north path)
- East Paora Plains (on level with bridge to East Coast)
- Ranburr's Tomb (northeast corner of map)

Fyrlandt

- Clanup Island (west of West Balcan Desert)
- Mt. Fyrgarum, Base (center of map, on path)
- Mt. Fyrgarum, Halfway (at four-way warp, take west warp)

Noswald

- Gradium Mine (near the log cabin)
- Raska Field, East Valley (northwest of Lake Sidora)
- Lake Sidora (near southeast wall)
- Sidora Mountain, Canyon (near Ancient Arena)
- Old Noswald Castle, Yard (bridge at north exit)



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Last Chance for Ancient Arenas

Since Cyrille and Toma each have strengths and weaknesses against particular foes, it's a good idea to challenge the remaining Ancient Arenas while you still have access to both characters. If you haven't yet visited the Lake Bark Cavern to get the final batch of Darkness Runes, head down that direction (east from the North Paora Plains) and grab it now. Some of the Ancient Arenas may still be too hard to beat (particularly Lake Bark Cavern's nasty Golem arena), but most should be well within your grasp, and you can make good use of the equipment, Power Arts, Mythril and experience points they provide.



If you've chosen Toma as your final hero, you will benefit greatly from the following "Killer" Power Arts: Golem Killer (Impact Arena), Demon Killer (Skeleton Arena), Undead Killer (Vampire Arena), and Robot Killer (Steel Arena). Acquiring these four arts will make Chapter 15 a whole lot easier. Toma can also pick up a great combination of weapon and Secret Art by earning the Chaos Breaker blade at the Rock Ancient Arena (bring lots of Defense Charms to beat it easily) and linking the Feat of Striking Secret Art found in the Dragon Ancient Arena.

REINFORCE

Sort Mastered Power Arts

Cost

Sub.

Dragon Killer	16/50	10200	
Demon Killer	29/50	18000	
Robot Killer	6/50	4200	12600
Golem Killer	23/50	19200	
Undead Killer	19/50	16000	
Weapon Killer	28/50	23200	
Wing Killer	28/50	23200	
Tot.			12600

Back

OK

Info.

Mythril

13965/20

Carve Power Arts to enhance abilities.

Desperate Times, Desperate Measures

When you return to the Geo-Fortress, the news will not be good. Zenus's next mission is for either Cyrille or Toma alone, and is the first step of the Heritors' final battle. Once you accept this mission, there is no going back—you'll still be able to leave your base for side quests in Chapter 15, but you won't have access to your other hero until after you beat the game.



The Dungeon of Ordeal

Select Your Final Hero

The hero you send into the Dungeon of Ordeal will be the hero you'll use for the entirety of Chapter 15. Frankly, Toma is by far the stronger choice—Cyrille will struggle in combat against many foes that are resistant to magic, while Toma's Killer series of Power Arts and specialized weaponry will continue to provide an edge against any possible foe. When you've made your selection, take your hero into his or her room and enter the five-level, randomly generated Dungeon of Ordeal.

You won't be able to access your item box for the first four levels, so make sure to bring everything you need. That includes weapons with the Orc Slayer, Harpy Slayer and Lizard Slayer Secret Arts, since you may be encountering those species in vast quantities.



Four Levels of Ordeals

To compensate for your lost allies and warping abilities, the difficulty level in the Dungeon of Ordeal has been set unusually low. You should have little trouble getting through the first few floors, which are home to mostly Wolfings, Orcs, Snakelings and Harpies. Instead of running straight for the warps, roam the area to collect items, gold, and Mythril. However, your inventory will fill up quickly, so don't even bother to pick up low-value items.



Things will get a bit more challenging when you encounter the Devil family on the final floor, but even they should be a snap if you have good anti-Demon weaponry or a book of Light spells. Beyond that floor you'll find a save spot, Goddess Fountain, and a special item box that can both identify and upgrade the items in your inventory.



Battle in the Dungeon Depths

The final floor of the dungeon is home to a powerful Frost Demon and an endless supply of mechanized traps and Hell Guardian robots. Toma should pick a good anti-Demon weapon, make sure his Healing Water is at the ready and simply rush in for the kill. Cyrille will want to fight more defensively, using spells like Spark that can hit the Frost Demon from out of its melee range, while dodging the Hell Guardians and scythe traps. Prizes for victory include a Core Metal, Cure Metal, Mythril, a Secret Scroll, and a new shield for your chosen hero.



Secret Art: Demonic Pact (weapon)



BOSS

Frost Demon

RACE

Demons

ELEM.

Frost

CHAR. Armed/Armored/Winged

IMMN. Frost/Petrification/Stun/Knockback/Float/
Knockdown/Critical Hit

An evil ice being, sealed away for angering the gods. It thrives in the severe cold and freezes everything it sees.



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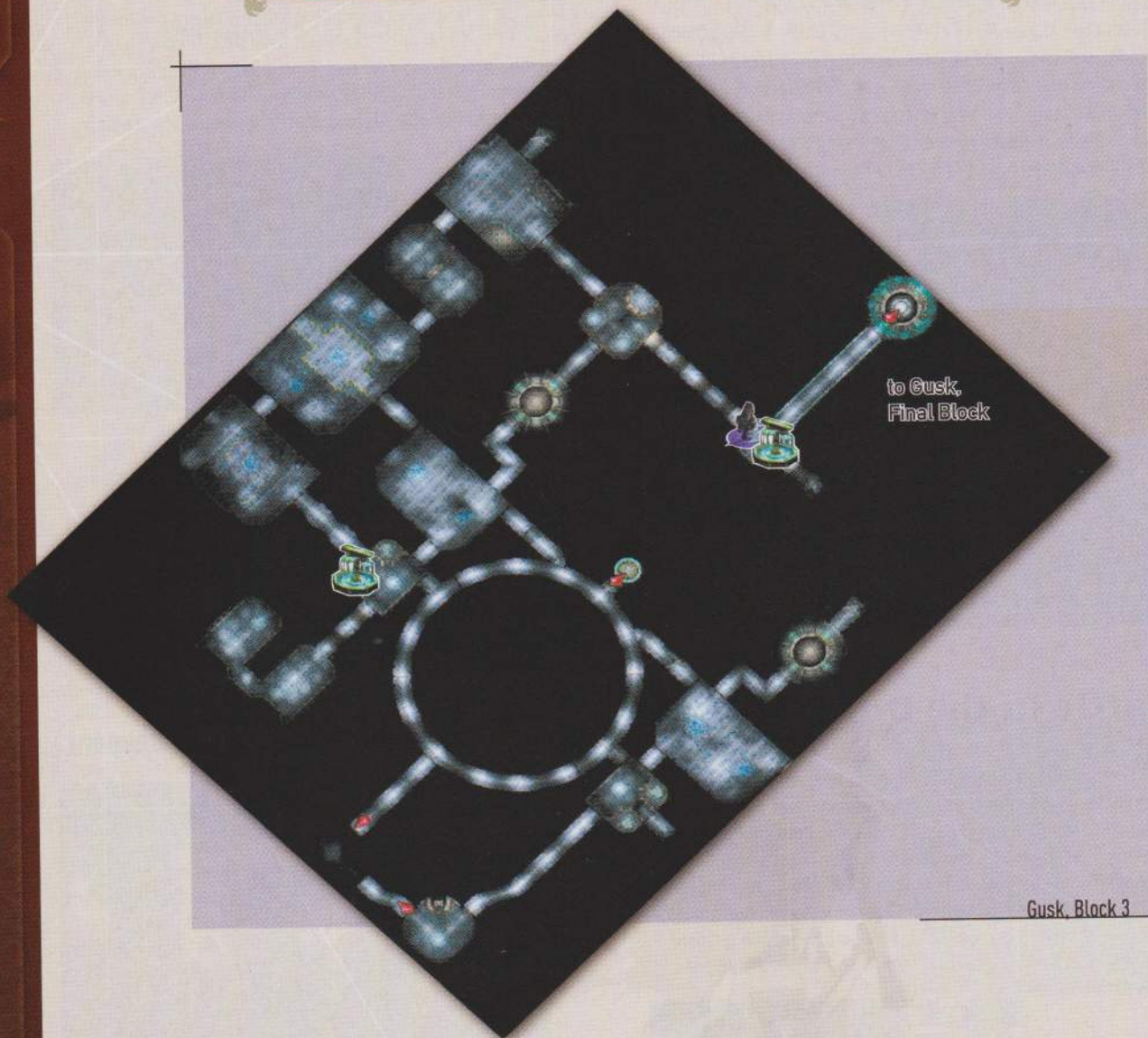
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Gusk, Block 3



Gusk, Block 3

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Fusion Dead	Demons/Undead	Darkness	Armed/Armored	Knockback/HP Absorb/MP Absorb
	An undead soldier constructed from various corpses. Powerful and well balanced.			
Mythril Golem	Golems	Light	None	Light/Petrification/Stun/Critical Hit/HP Absorb/MP Absorb
	A Golem made of Mythril. Its tough body contains deadly Light power.			
Samurai Lord	Undead	Darkness	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
	Undead armored samurai ruler who kills living beings with its blade of hatred and sends them to the netherworld.			

Form a Powerful Trio

After slaying the Frost Demon and witnessing the game's dramatic climax, you'll switch control to your other hero for a short period of time. He or she will be sent straight to Block 3 of Malxatra's Gusk mothership.





From the area with the Goddess Fountain and save spot, head south to a storage room full of Mythril and breakable boxes, then follow the path to the west. There you'll find the battle with Malxatra's forces to be well under way, as Riemsianne and Ragnadaam battle waves of Mythril Golems and Samurai Lords. Move in to help, and they'll join you as unofficial party members.

Challenge Malxatra

Your powerful allies may need help destroying the Mythril Golems, so break out the Silver Hammer or Dark Arrow spells and give 'em a hand. Besides that, their offensive might and healing abilities will make it easy to reach Malxatra without taking any serious damage. The path leads straight to a save spot and Goddess Fountain, and beyond that, to Malxatra itself.



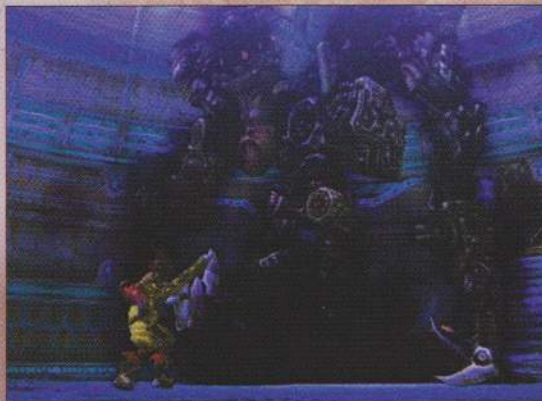
Malxatra is surprisingly easy to beat—in its original form. Try to stay behind it so it will focus its charges on your allies, and hit it with whatever your strongest weapon or spell is. But don't get too excited when Malxatra falls, because it will rise again, and this time you won't even be able to damage it. This is a battle you simply cannot win, and only the other Heritor can save you now.



Malxatra

	RACE	ELEM.
	Undead/Humans	Darkness
CHAR.	Armed/Armored	
IMMN.	None	

Dark thoughts with evil intent. Manifestation of the vilest evil, with the darkest destruction its only desire.



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OPENING THE FUTURE

CHAPTER 15

The Geo-Fortress

One Heritor Down...

As the hero who got left behind, investigate the bedroom of the hero who battled Malxatra. When you draw the second version of the Shining Force, the seal on the Geo-Fortress will break, allowing Zenus to shape it into its final form. Speak to Zenus, and ask him to pilot the Geo-Fortress straight to the Gusk. Once he does, you'll be back to the normal rules of engagement—you can form a party, teleport to and from the Geo-Fortress, and even use the Warp Gate to visit the world below. To begin your explorations of the Gusk, use any of the exits you would take to reach a Geo-Fortress Defense battle.



Grinding in Diablo's Palm






If you've mastered all the Ancient Arenas and want to level up your party further, head for Diablo's Palm, north of the East Balcan Desert. It's the most difficult area in the lower world, and you can earn lots of experience from its higher-level foes. There's also plenty of loot to find—if you search the spot in the center of the sand pit, you'll reveal dozens of gold pieces and eventually a giant Sand Worm. Slay that, and you'll earn a pair of 2/2 Healing Waters for each character. There are plenty of other buried treasures (like Garyu's Wind Dragon equipment in the northern passage), so set your Geo-Fortress to Search Mode to help you find it all. And don't forget about your Training Facility—in addition to finding new Power Art Stones, you can also earn new equipment for Avalon by beating levels B30F, B40F, and B50F.



Gusk, Block 1



ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Dark Master 	Demons	Darkness	None	Light/Darkness/MP Absorb
A four-armed creature that attacks living beings from underground. Skilled at MP-absorbing attacks.				
Hell Golem 	Golems	Darkness	None	Darkness/Petrification/Stun/Critical Hit/HP Absorb/MP Absorb
Golem made of dark Mythril. Strongest of the Golems, with great power and magic.				
Hell Guardian 	Robots	Neutral	Armed/Armored	Stun/HP Absorb/MP Absorb
A broken, out-of-control robot. It is unable to judge friend from foe, and thus it will attack Heritors.				
Jet Lotus 	Robots	Neutral	Armed/Armored	HP Absorb/MP Absorb
A robot excavated from ancient ruins. It is heavily armed and constructed of metal. Its great sword and attacks are lethal.				
Zircon Lotus 	Robots	Neutral	Armed/Armored	Frost/HP Absorb/MP Absorb
A robot excavated from ancient ruins. It is heavily armed and constructed of metal. Its lance attack is very powerful.				

The Gusk's Deadly Crew

The fact that Jet and Zircon Lotuses are now standard enemies should be the first hint that the Gusk will be a lot tougher for your selected hero than it was for the hero who fell in Chapter 14. In the first floor, the primary threat is the Dark Masters, who will slip past defenders to pull weak characters to an early death. Make a party of Avalon and Ami, since they have the highest levels of Darkness resistance. Cyrille should upgrade her Demon Killer Power Art and use an Elfin Gun or Lunar Shot, as both have anti-Demon properties. If she isn't much good with crossbows, use a spell like Spark that can at least hit multiple targets.



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Circling Block One

Fight your way northwest, checking the dead ends at each of the broken passages for Mythril crystals. When you see a wall blocking what should be an open passage, search it to reveal a hidden door to a room with a Power Art Stone. Continue counterclockwise around the outer rim, where you'll ultimately battle a giant version of the Dark Master to earn Adam's Attack Prog C equipment.



When you turn towards the south end of the map, you'll begin to encounter rooms with Prisons of Rock. Challenging them is a good way to earn experience and random armaments, but the prisoners in the Gusk have no Secret Arts to share. Don't miss a second Power Art Stone just north of the second Prison of Rock, then continue north to the gated exit of this level. To open the gate, battle Hell Golem and Jet Lotus minibosses to either side. They're tough, but are mere shadows of their Prison of Rock versions.



Power Art: Weapon Attack Lv9

Power Art: Stun Attack Lv7

PRISON OF ROCK: VARIOUS

The three Prisons of Rock contain, in order, a Dark Master, Jet Lotus, and Hell Golem. The Jet Lotus should be easy for anyone, especially since it's so vulnerable to Avalon's petrification abilities. But the magic-resistant Dark Master and Hell Golem will be incredibly difficult for Cyrille, unless she has crossbows and Power Arts geared towards Demons and Golems. The Hell Golem in the third prison won't be any treat for Toma, either—make sure to save and refill your Healing Waters first, then hold R2 to keep your party members away from the prison when you smash it. Back up to lure it out of its thin passage, so you'll at least be able to circle around it and dodge its blows.



Save up for Light Charms

You'll find tons of gear here in the Gusk, and your first instinct might be to extract the extra armaments for Mythril. While you should certainly spend heavily on relevant Killer Power Arts (particularly Robot, Demon, and Golem), as well as Master Guard, HP Boost, and Darkness Resistance, most of the magic-related and skill-based Power Arts will be of little use going forward. So instead of extracting your extra items, sell them to Bornay and build up a big wad of cash. You may need to leave and re-enter the Geo-Fortress a few times, but eventually you'll find a few Light Charms in Bornay's shop, with a price tag of 5 million gold apiece. That's not cheap, but it's a small price to pay for a few seconds of complete invincibility in the difficult final boss fight.









Gusk, Block 2



Gusk, Block 2

ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Dragoroid 	Robots	Neutral	Armed/Armored/Winged	HP Absorb/MP Absorb
A giant machine excavated by Noswald. Attacks by tackling and stomping, and can also create four swords to stab with.				
Hell Guardian 	Robots	Neutral	Armed/Armored	Stun/HP Absorb/MP Absorb
A broken, out-of-control robot. It is unable to judge friend from foe, and thus it will attack Heritors.				
Hell Valkyrie 	Robots	Neutral	Armed/Armored/Winged	HP Absorb/MP Absorb
A bio-metal robot. Casts many powerful magical spells. Not even distant targets are safe from its attacks				
Lizard Master 	Lizards	Flame	Armed/Armored/Scaled	Flame/Stun
Lizard King with the power of Flame. Its power exceeds even that of veteran warriors.				
Titan Master 	Giants	Darkness	Armed	Darkness/Stun/Knockback/Float/Knockdown
Leader of the Giants and consumed by Darkness. Possesses ultimate power, vitality, and magic power to destroy opponents with thunder.				
Vampire Master 	Undead	Darkness	Armed/Winged	Knockback/Float/Critical Hit/HP Absorb/MP Absorb
A king among Vampires. Adept at Darkness magic and uses powerful petrification magic.				

The Chamber of Prisons

You'll face different enemies on the next floor, so Darkness-resistant party members are no longer necessary (Avalon is just too good to send home, though). While you're back at the Geo-Fortress, make sure to stick the Lizard Slayer Secret Art on a minor weapon, since Lizard Masters run wild on this floor.



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A Prison of Rock blocks the path to the northeast, so you'll need to smash it apart and take down a Titan Master to get down the stairs. At the bottom you'll find no less than six Prisons of Rock, and they'll all break open at once if you examine the object in the center. They contain three Titan Masters and three Lizard Masters, so at least your Lizard Slayer weapon will allow you to cut the odds in half with only a few strokes. These are only the first of the 32 Prisons of Rock you'll encounter on this floor, and while you won't earn anything special for defeating them all, you will earn a lot of Mythril and items from slaying the prisoners.

Searching Between the Pipes

Head east, where a series of bridges allow you to cross the pipes from one enemy-filled area to another. Make sure to search the thin passages between the pipes, since they usually end in Power Art Stones or Mythril crystals. There are three small paths that branch off to the northeast, each blocked by a Prison of Rock and leading to another six-prison chamber. The northernmost one contains nothing but Lizard Masters, so it's a breeze for anyone with a Lizard Slayer weapon. The next one down is all Titan Masters, so switch to an Oni Cleaver or Scarecrow. The final one holds a curveball—six Vampire Masters. But with a Dark Edge, Lunarlight Axe or a book of Shine spells, it shouldn't be any tougher than the Titan Masters. Once again, the only prize is the items the monsters drop, so you can skip this part if you lack the necessary equipment.



Power Art: Power Boost Lv 7

Power Art: Int Boost Lv7

Power Art: Lighting Res. Lv2

Block 2's Robot Guardians

Proceed southwest, where you'll find a Power Art Stone and a computer terminal that can lift the laser barrier a few steps to the south. Near this area you'll find a Prison of Rock with a Vampire Master, then yet another prison-blocked path to a fourth chamber of prisons (holding a mix of vamps, Titans, and lizards). Continue south across the formerly barrier-blocked bridge, and into an octagon-shaped room where you'll need to slay a giant Dragoroid to lower the next barrier. That allows you to proceed to the southeast, where you'll find two more Prisons of Rock, containing a Dragoroid and Hell Valkyrie, respectively. Make sure you have enough Robot-smashing power to take out the Hell Valkyrie easily, because an even tougher one is waiting just ahead.



Power Art: Frost Magic Lv5

Power Art: Skill Boost Lv7

Unlocking the Elevator

Turn west and cross the stairs near the 32nd Prison of Rock (a Dragoroid), and you'll find a room with an even larger, tougher Dragoroid. That thing can do some damage, so even Toma will want to be a little cautious here. Destroying it will lift the final

barrier, allowing you to hop into the elevator near the center of the map. Before you take that up to Block 3, ride it down to a new region of Block 1, where you can battle a Jet Lotus for Adam's Wall Prog D equipment.



Gusk, Block 3



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ENEMIES

	RACE	ELEM.	CHAR.	IMMN.
Blaze Demon	Demons	Flame	Armed/Armored/Winged	Flame/Petrification/Stun/Knockback/Float/Knockdown/Critical Hit
A Fire Demon born from the lava of Fyrland. Its pure fire power burns enemies instantly.				
Dragoroid	Robots	Neutral	Armed/Armored/Winged	HP Absorb/MP Absorb
A giant machine excavated by Noswald. Attacks by tackling and stomping, and can also create four swords to stab with.				
Fusion Dead	Demons/Undead	Darkness	Armed/Armored	Knockback/HP Absorb/MP Absorb
An undead soldier constructed from various corpses. Powerful and well balanced.				
Mythrill Golem	Golems	Light	None	Light/Petrification/Stun/Critical Hit/HP Absorb/MP Absorb
A Golem made of Mythrill. Its tough body contains deadly Light power.				
Samurai Lord	Undead	Darkness	Armed/Armored	Critical Hit/HP Absorb/MP Absorb
Undead armored samurai ruler who kills living beings with its blade of hatred and sends them to the netherworld.				

Lowering the Gates

You'll enter Block 3 in a different area from your other hero, but it won't be hard to lower the gates that separate this region from that one. First head east to enter a room where a mighty Mythrill Golem leads new Fusion Dead enemies. The Fusion Dead will attack from afar with powerful Spark spells, but their combination of types will make them weak to both Undead Killer and Demon Killer, allowing Toma to slay them with a few quick strokes. Pay a quick visit to the south and grab Garyu's Sky Dragon equipment (guarded by a Blaze Demon), then head north, where you'll find a lever near a cage full of Mythrill Golems. Use ranged attacks to kill your foes while they're still caged, and then pull the lever to lower the bars. On the other side you'll find a big hunk of Mythrill and a Power Art Stone.



Secret Art: Critical Rate Lv7

Lowering the Gates

Wiping out the Mythrill Golems will lower the gate to the west of the elevator, allowing you to return to the western side of Block 3. There are still two blocked doors to the west, so turn to the north and wipe out a pack of caged Blaze Demons. To finish off the floor, continue north and examine the statuesque Dragoroid to trigger a lengthy fight with all of this block's native monsters. You can then proceed directly to Malxatra's lair for the final battle.



Malxatra's Human Vessel

Malxatra has a new form and several new friends; Ragnadaam, Riemsianne, and the Heritor who fell in Chapter 14. Focus your attacks on Ragnadaam or Riemsianne, since they'll switch sides when their HP hits zero. Don't pull any punches against the other Heritor—sometimes you have to be cruel to be kind.



Ragnadaam III

RACE	ELEM.
Humans	Frost
CHAR. None	
IMMN. Frost/Light	
The young emperor of Noswald. He wields an oversized sword with deadly strength and powerful magic. He is unstoppable.	



Riemsianne

RACE	ELEM.
Demons	Flame
CHAR. None	
IMMN. Flame/Darkness	

The La Vaes ruling Fyrlant. She has unparalleled magical powers that could burn a mortal soul to cinders.





Toma

RACE	ELEM.
Humans	Neutral

CHAR. None

IMMN. Petrification/Knockdown

A boy from the western mountains. Learned how to fight in the wild. His style is dynamic, and doesn't conform to any rules or teachings.



Cyrille

RACE	ELEM.
Humans	Neutral

CHAR. None

IMMN. Petrification/Knockdown

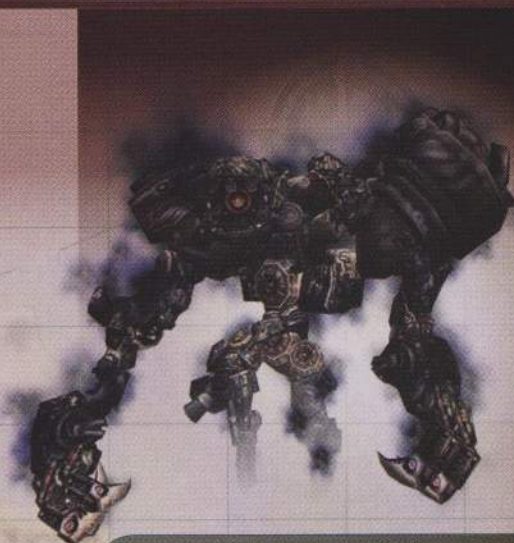
A girl born to a family of historians. Intelligent and precocious. Loves knowledge and sweets.

Malxatra's True Form

Malxatra is highly resistant to magic, so your best hope of damage is sword or crossbow attacks that exploit his race (Robots), element (Darkness), or characteristic (Armored). The Chaos Breaker and Laevateinn have the most inherent bonuses for Toma, but also consider weapons and rings with abilities like Anti-Darkness and Crush. Cyrille will get a nice bonus with the Aurora Bow, which may end up doing more damage than any of her spells, since Malxatra is highly resistant to magic. Finally be sure to wear rings, bracelets, and armaments that boost your HP and Darkness++ resistance, since Darkness spells are Malxatra's primary form of attack.



Cyrille should use her ranged attacks or spells from as far away as possible, and concentrate on dodging Malxatra's heat-seeking Darkness attacks. Toma can do much more damage at close range, but will need to be ready to turn and flee at any time. His squash attacks are survivable, but when you see Malxatra turn smoky and partially transparent, turn and run for your life. You need to be ready to turn on a dime, so don't use long combos or charge attacks... or better yet, just hit him with a combo or two and then start fleeing before it can even begin that move. Oh, and since this is the game's final battle, don't be stingy with the Light Charms!



Malxatra

RACE	ELEM.
Robots	Darkness

CHAR. Armored

IMMN. Darkness/Stun/Knockback/Float/Knockdown/HP Absorb/MP Absorb

The true form of Malxatra. The dark manifestation of chaos, singularly seeking destruction.



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Xeyon, Castle of Mysteries

A New Quest is Available!

After you watch the credit roll at the end of Chapter 15, you'll be prompted to save your progress. When you load that file, you'll find yourself at the very beginning of Chapter 14, but with all of your items, levels, and achievements intact. Step into the Warp

System, and you'll see a new category has appeared: Xeyon, the Castle of Mysteries. This is the most challenging dungeon in the game, but the rewards it offers are spectacular.



The Ultimate Treasures

In the very first room of Xeyon's 1st floor, you'll find treasure boxes with new equipment for every characters except Avalon. Other treasures consist of exclusive weapons and armaments and the highest level of Power Arts. but they won't be so easy to find. Proceeding through the castle is not a linear process; there are three

parallel towers with multiple entrances on each floor, and you'll constantly be flipping levers to open distant gates that you won't be able to use for hours. It goes without saying that you'll face unbelievably tough enemies every step of the way.



The Final Ancient Arena

From the middle room of Xeyon, Central 1F, head east, then south. You'll find a room sealed by what seems to be a Darkness Rune. That door will open for you when—and only when—you've cleared all 20 Ancient Arenas. If you can pull that off, you'll find a warp inside

that will take you straight to the bottom floor of the Legion Ancient Arena, where you'll battle the Legion King for the Resurrection Secret Art, the Quick Swing Lv4 Power Art, and a Kill Ring.



Power Arts in Xeyon

Concentration	Lv4	Lightn. Magic	Lv6
Darkness Magic	Lv6	Magic Casting	Lv4
Flame Magic	Lv6	MP Regenerate	Lv6
Frost Magic	Lv6	Power Boost	Lv8
HP Boost	Lv10	Quick Swing	Lv4
Int Boost	Lv8	Skill Boost	Lv8
Light Resist	Lv2	Weapon Attack	Lv10

The Training Facility

Priceless Loot in Your Own Home

Your Geo-Fortress contains a handy training facility that creates randomly generated dungeons full of non-stop monster combat. The facility increases by 5 floors for every level you buy at the Energy Generator (at a cost of one Core Metal apiece), for a total of up to 50 floors. You'll fight a boss at the end of every 5th floor, and defeating it will open up a warp to the next floor that you can use at any time in the future. You'll find all sorts of gold, Mythril, and random treasures on the way, but the real treasures come after the bosses, and include exclusive Power Arts and equipment for Avalon.



Training Facility Prizes

Floor	Power Art	Equipment
B5F	HP Boost Lv4	-
B10F	Magic Casting Lv2	-
B15F	Critical Res. Lv6	-
B20F	Knockback Atk. Lv8	-
B25F	Stun Attack Lv8	-
B30F	Stun Resist Lv6	Hero & Sword
B35F	Knockback Res. Lv6	-
B40F	Master Guard Lv10	Hero & Witch
B45F	Critical Rate Lv8	-
B50F	Light Pursuit	Hero & Emperor

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Ancient Arenas

The Twenty Ancient Arenas

Ancient Arenas have been scattered throughout the game world, and provide some of the most intense challenges Shining Force EXA has to offer. When you first encounter an Ancient Arena, you may be able to beat it, but it won't be easy—choose your hero, your equipment, and your allies carefully. If you persevere, you'll win exclusive Power Arts, Secret Arts, Healing Waters and other items. However, if an Ancient Arena is too tough to beat, you can always come back to it later. Each Ancient Arena has a Warp Gate outside its door, and the Warp System maintains a list of all the Ancient Arenas you've discovered. The Warp System will even keep track of your progress by graying out the name of the ones that you've beaten.



Demon	
Location	Sidora Mountain, Canyon
Difficulty	★★★★★
Save this difficult arena for later, when Toma has plenty of ranks in Demon Killer, but definitely get that Darkness Resist Power Art before the game's final chapter.	
Prizes	
Power Art	Darkness Res. Lv2
Secret Art	Swordmaster's Secret (weapon)
Item	Evil Worship
	

Collecting Darkness Runes

All Ancient Arenas have an internal door that is sealed by a dark power, and can only be opened by a Darkness Rune. There are exactly 20 Darkness Runes in the game, found in packs of five. You'll acquire the first in Chapter 2, outside the door of the Harpy Ancient Arena. The next pack comes in Chapter 6's Paoraburr Cavern, and the third can be found in Chapter 10, past the metal gate on the Gradium Mine map. The fourth and final pack of Darkness Runes is in the optional Lake Bark Cavern area found east of Paora Plains. You can reach it at any time after Chapter 6, but you're unlikely to survive the trip if your heroes aren't at least in the level 50-60 range.



Dragon	
Location	Paora Plains, East Coast
Difficulty	★★★★★
You can earn the Dragon Killer Power Art from the Frost Ancient Arena, and that's a prerequisite before challenging this extremely difficult Ancient Arena.	
Prizes	
Power Art	Wing Killer
Secret Art	Feat of Striking (weapon)
Item	Berserk Ring
	

Flame	
Location	Magma Prison B3F
Difficulty	★★
A tome full of Frost spells and fire-resistant allies (like Gadfort and Garyu) will make this a fairly easy Ancient Arena for Cyrille.	
Prizes	
Power Art	Flame Pursuit
Secret Art	Magic of Insanity (headgear)
Item	Healing Water (Cyrille)
	

Frost

Location	Raska Snowfield
Difficulty	***

Try to beat this one in Chapter 7 so you can earn the incredible Dragon Killer Power Art as early as possible. Cyrille and Duga will make for an ideal team.

Prizes

Power Art	Dragon Killer
Secret Art	Ice Nucleus (weapon)
Item	Stone Bracelet



Ghost

Location	Cantore Snowfield
Difficulty	**

This is one of the easiest Ancient Arenas, especially if Cyrille has a tome with the Holy spell and backup from Faulklin and Maebelle.

Prizes

Power Art	Dark Magic Lv1
Secret Art	Modest Charm (headgear)
Item	Healing Water (Toma)



Giants

Location	West Paora Plains
Difficulty	***

The Giant Hammer weapon makes all the difference in this one, offering a 150% damage bonus to Giants. With that and a bit of healing, Toma can take the Giants arena down early.

Prizes

Power Art	Giant Killer
Secret Art	Giant's Rage (weapon)
Item	Healing Water (Toma)



Golems

Location	Lake Bark Cavern, South
Difficulty	*****

This may be the hardest one of all—don't even bother unless Toma is level 80+ and has mastered the Golem Killer Power Art. Use Secret Arts to boost your Stun resistance.

Prizes

Power Art	Darkness Pursuit
Secret Art	Golem's Soul (shield)
Item	Aurora Bow



Harpies

Location	Lakton Highlands
Difficulty	*

This is the only Ancient Arena you have to beat, as part of your mission in Chapter 2. As a result, it's pretty easy, especially if you use a good Cyrille crossbow.

Prizes

Power Art	Harpy Killer
Secret Art	Death Blow (weapon)
Item	Healing Water (Cyrille)



Impact

Location	West Balcan Desert
Difficulty	**

The major threat here is the Mythril Golem boss, which Cyrille can destroy easily with Dark Arrow spells. Challenge this one early to earn that Golem Killer Power Art.

Prizes

Power Art	Golem Killer
Secret Art	Heaven and Earth (weapon)
Item	Evil Ring



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Legion

Location	Xeyon, Center 1F
Difficulty	★★★★★
The ultimate Ancient Arena is in a corner of the post-ending Xeyon castle. Only those who have cleared every other Ancient Arena will be allowed to enter.	
Prizes	
Power Art	Quick Swing Lv4
Secret Art	Reincarnation (weapon)
Item	Kill Ring



Lightning

Location	Paoraburr Trail
Difficulty	★★★
Do whatever you can to boost your Lightning resistance before challenging this one. If you can get it into the 70's, you can bring this arena down early.	
Prizes	
Power Art	Lighting Pursuit
Secret Art	Unbeatable Courage (armor)
Item	Healing Water (Cyrille)



Lizard

Location	East Paora Plains
Difficulty	★★
This Ancient Arena is a little out of the way, but it's worth taking the trip early. If you wait too long, the Lizard Slayer Secret Art won't be worth much.	
Prizes	
Power Art	Lizard Killer
Secret Art	Lizard Slayer (weapon)
Item	Healing Water (Toma)



Orc

Location	South Ilnad Forest
Difficulty	★
This is one of the easiest Ancient Arenas, and you should have no trouble beating it before the end of Chapter 3.	
Prizes	
Power Art	Orc Killer
Secret Art	Rough-and-Ready (weapon)
Item	Healing Water (Cyrille)



Rock

Location	Ranburr's Tomb
Difficulty	★★★★★
Buy Defense Charms from Bornay, and use them in rapid succession to ward off the Medusas' deadly petrification attacks. This is still a tough arena, so don't try it too early.	
Prizes	
Power Art	Petrif. Res. Lv3
Secret Art	Oracle's Shield (shield)
Item	Chaos Breaker



Skeleton

Location	Sidora Snow Mountain
Difficulty	★
This one is absurdly easy, and offers rewards way beyond what you deserve—Demon Killer is easily one of the best Power Arts in the game.	
Prizes	
Power Art	Demon Killer
Secret Art	Darkless Nucleus (weapon)
Item	Necromancer



Stalker

Location	West Paora Plains
Difficulty	★★★★

Save this one for a few chapters, until Toma has a Noswald Axe and several ranks of Demon Killer. The boss is completely resistant to magic, so leave Cyrille at home.

Prizes

Power Art	Snake Killer
Secret Art	Earth Talisman (headgear)
Item	Healing Water (Cyrille)



Steel

Location	Gundestor Cavern
Difficulty	★★★★

This Ancient Arena is home to all of Noswald's strange war machines. It isn't easy, but you must beat it and claim the Robot Killer Power Art before the game's final dungeon.

Prizes

Power Art	Robot Killer
Secret Art	Darkness Awakened (weapon)
Item	Mephisto Brace



Succubi

Location	Lake Sidora
Difficulty	★★★

Succubi are demons too, so the Noswald Axe and Demon Killer mastery that Toma used to beat the Stalkers will also be useful here.

Prizes

Power Art	Frost Pursuit
Secret Art	Divine Spirit (headgear)
Item	Evil Ring



Vampires

Location	Gradium Mine
Difficulty	★★★

A Holy-casting team of Cyrille and Faulklin can dominate the Vampires, provided they can stay one step ahead of their foes' melee attacks.

Prizes

Power Art	Undead Killer
Secret Art	Elements of Magic (headgear)
Item	Healing Water (Cyrille)



Wolflings

Location	North Paora Plains
Difficulty	★★★

Cyrille can decimate the wolves with her Blaze spells, but is too frail to survive their direct hits. Use hearty party members as a shield and don't ever expose your hero.

Prizes

Power Art	Beastling Killer
Secret Art	Devil Spark (weapon)
Item	Healing Water (Toma)



Worms

Location	East Balcan Desert
Difficulty	★★★★

Clad Toma in the heaviest armor you can find, and have him lure out the sand worms to the edge of the map. Avalon's petrification attacks will help a lot against these foes.

Prizes

Power Art	Scale Killer
Secret Art	Goddess Blessing (weapon)
Item	Metal Pain



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Orcs		Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
	Orc Slave	Very Weak	None	-25	-25	-25	-25	-25	X	X			
	Orc Vulgar	Very Weak	None	-25	-25	-25	-25	-25	X	X			
	Orc Slinger	Weak	None	-25	-25	-25	-25	-25		X			
	Orc Champion	Fairly Good	None	-25	-25	-25	-25	-25	X				
	Orc Master	Good	Weak	25	25	Immune	25	25	X	X			Frost

Harpies		Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
	Harpy Knight	Weak	None	-25	-25	-25	-25	-25	X	X	X		
	Harpy Hunter	Very Weak	None	-25	-25	-25	-25	-25	X	X	X		
	Iron Harpy	Weak	None	-25	-25	-25	-25	-25			X		
	Harpy Master	Good	Very Weak	50	Immune	25	25	25	X	X	X		Lightning

Beastlings		Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
	Wild Boar	Very Weak	None	25	25	-25	50	-25					
	Mother Boar	Good	None	50	25	-25	50	-25					
	Soldier Wolf	Very Weak	None	-75	-25	50	25	25		X			
	Wolf Baron	Very Weak	Very Weak	-75	-25	50	25	25	X	X			
	Berserker	Very Weak	Weak	-25	25	50	50	50	X	X			
	Wolf Master	Good	Fairly Good	25	50	Immune	25	50	X	X			Frost

Snakelings		Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
	Naga	Very Weak	None	50	-25	-25	-75	-25	X	X		X	
	Medusa	Fairly Good	Weak	50	50	50	50	50				X	
	Master Medusa	Strong	Fairly Good	0	0	0	0	Immune				X	Darkness
	Sand Wurm	Very Weak	None	50	50	-50	-100	50				X	
	Greater Wurm	Very Weak	Good	75	50	-25	-100	75				X	
	Master Wurm	Very Strong	Good	Immune	50	25	25	75				X	Flame

Lizardmen



	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
Lizard Knight	Very Weak	Very Weak	-25	0	-25	-25	50	X	X		X	
Lizard Mage	Decent	None	25	25	25	-25	50				X	
Lizard King	Very Weak	Decent	25	25	25	25	50	X	X		X	
Lizard Master	Good	Good	Immune	50	25	25	75	X	X		X	Flame

Giants



	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
Cyclops	Very Weak	None	-25	-25	-25	-25	50					
Titan	Fairly Good	None	-50	0	0	-25	50	X				
Gigandeth	Very Weak	None	50	25	25	25	50	X				
Titan Master	Good	None	75	75	75	25	Immune	X				Darkness

Golems



	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
Steel Golem	Fairly Good	Decent	-25	Immune	25	75	75					Lightning
Ice Golem	Fairly Good	Decent	-25	0	Immune	75	75	X				Frost
Magma Golem	Good	Fairly Good	Immune	0	-25	75	75	X				Flame
Mythril Golem	Strong	Strongest	90	90	90	Immune	25					Light
Hell Golem	Good	Very Strong	90	90	90	90	Immune	X				Darkness

Undead



	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
Skeleton	Very Weak	None	-75	50	25	-75	75	X				
Skeleton Archer	Very Weak	None	-75	50	25	-75	75	X				
Skeleton Mage	Decent	None	-50	50	50	-50	75	X	X			
Skeleton King	Fairly Good	Decent	-25	75	75	-25	75	X	X			
Skeleton Master	Strong	Fairly Good	25	75	75	-50	90	X				Darkness
Ghost	Weak	None	0	0	0	-100	90					
Phantom	Fairly Good	None	0	0	0	-100	90					
Soul Stealer	Good	None	50	50	50	25	90	X				
Ghost Master	Very Strong	None	50	50	50	50	75	X	X			Darkness
Samurai	Very Weak	Weak	-25	-25	-25	-25	75	X	X			
Samurai King	Very Weak	Decent	25	25	25	-25	75	X	X			
Samurai Lord	Very Weak	Fairly Good	50	50	50	-25	50	X				Darkness
Lesser Vampire	Weak	Weak	-25	-25	50	-25	50					
Vampire	Fairly Good	Decent	0	0	50	-25	50					
Vampire Lord	Good	Decent	25	25	50	25	50	X		X		
Vampire Master	Strong	Fairly Good	50	50	75	50	50	X		X		Darkness

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Demons

	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
	Dark Stalker	Decent	None	75	75	75	0	Immune				Darkness
	Dark Servant	Decent	None	75	75	75	25	Immune				Darkness
	Dark Master	Fairly Good	None	75	75	75	Immune	Immune				Darkness
	Succubus	Decent	None	75	75	75	-25	75			X	
	Life Drainer	Fairly Good	None	75	75	75	25	75			X	
	Hell Queen	Good	None	75	75	75	75	75			X	
	Master Queen	Strong	None	75	75	75	75	75			X	Darkness
	Devil Son	Fairly Good	None	25	25	25	0	75	X		X	
	Devil Daughter	Fairly Good	Decent	50	50	50	0	75	X		X	
	Devil Brother	Good	Fairly Good	50	50	50	25	75	X	X	X	
	Devil Mother	Good	Fairly Good	75	75	75	25	75	X		X	
	Devil Father	Strong	Good	50	50	50	25	75	X			
	Blaze Demon	Very Strong	Fairly Good	Immune	75	-50	50	50	X	X	X	Flame
	Freeze Demon	Very Strong	Strong	-50	75	Immune	50	50	X	X	X	Frost
	Spark Demon	Very Strong	Fairly Good	50	Immune	50	50	50	X	X	X	Lightning
	Faust Demon	Very Strong	Strongest	75	75	75	75	75	X		X	Darkness
	Volcano Demon	Fairly Good	Fairly Good	Immune	75	25	50	50	X	X	X	Flame
	Frost Demon	Very Strong	Strong	-50	75	Immune	50	50	X	X	X	Frost
	Lightning Demon	Very Strong	Fairly Good	50	Immune	50	50	50	X	X	X	Lightning




Undead Demons

	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
	Fraghken	Very Weak	None	-100	75	50	-100	90				Darkness
	Connect Dead	Very Weak	None	-100	75	50	-75	90				Darkness
	Fusion Dead	Fairly Good	Good	-25	75	50	25	90	X	X		Darkness
	Ultimaster	Strong	None	0	0	0	0	0	X	X		Darkness



Dragons

	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
	Blaze Dragonette	Fairly Good	None	Immune	25	-25	25	25		X	X	Flame
	Spark Dragonette	Fairly Good	None	0	Immune	0	25	25		X	X	Lightning
	Freeze Dragonette	Weak	None	-25	25	Immune	25	25		X	X	Frost
	Blaze Dragon	Fairly Good	Fairly Good	Immune	75	75	75	25		X	X	Flame
	Freeze Dragon	Good	Fairly Good	75	75	Immune	75	25		X	X	Frost
	Spark Dragon	Fairly Good	Fairly Good	75	Immune	75	75	25		X	X	Lightning
	Archdragon	Strongest	Strong	90	90	90	Immune	Immune		X	X	Darkness

Robots

	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
  	Zircon Lotus	Decent	Fairly Good	25	-25	Immune	25	75	X	X		
	Amber Lotus	Good	Good	25	-25	25	25	75	X	X		
	Jet Lotus	Good	Strong	25	-25	25	25	75	X	X		
	Valkyrie	Fairly Good	Decent	50	-25	50	75	75	X	X	X	
	Metal Rose	Good	Fairly Good	50	-25	50	75	75	X	X	X	
	Hell Valkyrie	Strong	Good	50	-25	50	75	75	X	X	X	
	Dragott	Decent	Weak	25	-25	25	25	55	X	X		
	Dragoroid	Fairly Good	Fairly Good	25	-25	25	25	55	X	X	X	
	Dragonion	Good	Good	25	-25	25	25	55	X	X	X	
	Generator	Very Weak	None	50	50	50	50	50				
	Moving Generator	Decent	None	25	75	75	75	75				
	Geist Generator	Very Weak	None	50	75	25	50	75				
	Gunner Generator	Strong	None	50	25	25	50	50				
	Noswald Artillery	Decent	None	75	75	75	75	75				
	N. Artillery (Large)	Very Strong	None	50	50	50	50	50				
	Eyrlandt Artillery	Decent	None	75	75	75	75	75				
	E. Artillery (Large)	Very Strong	None	0	-25	50	25	25				

Other

	Magic	Armor	Resist Flame	Resist Lightning	Resist Frost	Resist Light	Resist Dark	Weapon	Armor	Winged	Scaled	Element
 	Nether Ant	Very Weak	None	-75	-75	-75	-75	-75			X	
	Hell Ant	Decent	None	75	-75	-75	-75	-25			X	
	Phoenix	Weak	None	Immune	0	-100	-25	50		X		Flame
	Freezer	Decent	None	-100	0	Immune	-25	50		X		Frost
	Thunderbird	Weak	None	-25	Immune	-25	-25	50		X		Lightning
	Legion Scout	Very Weak	Weak	25	25	25	-25	25				Darkness
	Legion Commando	Very Weak	Decent	25	25	25	25	50	X			Darkness
	Legion Mother	Good	Weak	50	50	50	50	50				Darkness
	Legion Driller	Very Weak	Weak	25	25	25	-25	75				Darkness
	Legion Wing	Good	None	50	25	25	25	0		X		Darkness
	Legion King	Very Strong	Very Strong	90	90	90	75	90			X	

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Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Power Boost	1	STR +1	200	100	Pre-installed
	2	STR +2	400	200	
	3	STR +3	800	400	
	4	STR +4	1600	800	East Paora Plains
	5	STR +5	3200	1600	
	6	STR +6	4800	2400	Sidora Snow Mountain
	7	STR +7	6000	3000	Gusk, Block 2
	8	STR +8	7000	1000	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Skill Boost	1	DEX +1	300	150	Pre-installed
	2	DEX +2	600	300	
	3	DEX +3	1200	600	Lakton Highlands (Path of Carnage)
	4	DEX +4	2400	1200	
	5	DEX +5	4800	2400	Paora Plains, East Coast
	6	DEX +6	6400	3200	Magma Prison B1F (via north entrance)
	7	DEX +7	8000	4000	Gusk, Block 2
	8	DEX +8	9000	1000	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Int Boost	1	INT +1	200	100	Pre-installed
	2	INT +2	400	200	
	3	INT +3	800	400	
	4	INT +4	1600	800	North Quarry (Gadium Mine)
	5	INT +5	3200	1600	
	6	INT +6	4800	2400	Lake Bark Cavern, South
	7	INT +7	6000	3000	Gusk, Block 2
	8	INT +8	7000	1000	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
HP Boost	1	HP Max +1	100	10	Lakton Village
	2	HP Max +2	200	20	
	3	HP Max +3	300	30	
	4	HP Max +4	500	40	Training Facility B5F
	5	HP Max +5	900	50	West Paora Plains (Path of Carnage)
	6	HP Max +6	1500	60	
	7	HP Max +7	3000	70	Sidora Snow Mountain
	8	HP Max +8	5000	80	Lake Bark Cavern, North
	9	HP Max +9	7500	90	Mt. Fyrgarum, Halfway
	10	HP Max +10	10000	100	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
MP Boost	1	MP Max +1	100	50	Present to Cyrille from Ami (level 10+)
	2	MP Max +2	300	150	" (level 20+)
	3	MP Max +3	700	250	" (level 35+)
	4	MP Max +4	1500	450	" (level 55+)
	5	MP Max +5	3000	750	" (level 95+)
	6	MP Max +6	4000	500	" (level 120+)

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Magic Casting	1	MP costs -1	400	200	Goran-Goran Cave 1F
	2	MP costs -2	1000	500	Training Facility B10F
	3	MP costs -3	2200	1000	Crimson Palace, Roof
	4	MP costs -4	4000	1500	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
MP Regenerate	1	MP regen speed +1	100	50	Ised Forest, Cave
	2	MP regen speed +2	600	300	
	3	MP regen speed +3	1200	600	Gadium Mine (by log cabin)
	4	MP regen speed +4	1800	900	Lake Sidora
	5	MP regen speed +5	3600	1800	
	6	MP regen speed +6	5000	1000	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Concentration	1	MP regen speed +7	40000	20000	Isangoro Ice Fort (7th level)
	2	MP regen speed +8	45000	45000	Lake Bark Cavern, North
	3	MP regen speed +9	55000	55000	Crimson Palace 1F
	4	MP regen speed +10	65000	10000	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Weapon Atk	1	Weapon damage +1	100	50	Pre-installed
	2	Weapon damage +2	300	100	
	3	Weapon damage +3	600	200	
	4	Weapon damage +4	990	330	Goran-Goran Cave 2F
	5	Weapon damage +5	1500	500	Cantore Ice Cave
	6	Weapon damage +6	2100	700	
	7	Weapon damage +7	4110	1370	
	8	Weapon damage +8	8100	2700	
	9	Weapon damage +9	11000	3500	Gusk, Block 1
	10	Weapon damage +10	12000	2300	Xeyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Stun Attack	1	Stun rate, dur. +1	100	50	West U'Donia Valley (appears Chapter 3)
	2	Stun rate, dur. +2	400	200	
	3	Stun rate, dur. +3	900	400	Paora Plains, West Cave
	4	Stun rate, dur. +4	1200	600	West Balcan Desert
	5	Stun rate, dur. +5	2000	1000	
	6	Stun rate, dur. +6	3500	1750	
	7	Stun rate, dur. +7	5000	2500	Gusk, Block 1
	8	Stun rate, dur. +8	7000	2000	Training Facility B25F

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Critical Rate	1	Critical rate +1	600	300	Rambur's Tomb
	2	Critical rate +2	1200	600	
	3	Critical rate +3	1800	900	West Paora Plains (Path of Carnage)
	4	Critical rate +4	2400	1200	Sidora Snow Mountain
	5	Critical rate +5	3000	1500	
	6	Critical rate +6	3600	1800	
	7	Critical rate +7	4000	2000	Gusk, Block 3
	8	Critical rate +8	5000	2000	Training Facility B45F

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Critical Atk	1	Critical power +1	800	400	Present to Tame from Daga (level 30+)
	2	Critical power +2	1600	800	" (level 50+)
	3	Critical power +3	3200	1600	" (level 75+)
	4	Critical power +4	6400	3200	" (level 90+)
	5	Critical power +5	7000	3200	" (level 110+)

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Knockback Atk	1	Knockback rate +1	100	50	Lakton Highlands
	2	Knockback rate +2	400	200	Old Noswald Castle, Yard
	3	Knockback rate +3	800	400	
	4	Knockback rate +4	1200	600	Raska Snowfield
	5	Knockback rate +5	1600	800	
	6	Knockback rate +6	2000	1000	
	7	Knockback rate +7	4000	2000	Crimson Palace 2F
	8	Knockback rate +8	5000	2000	Training Facility B30F

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Quick Swing	1	Weapon speed +1	400	400	Goran-Goran Cave 1F
	2	Weapon speed +2	3000	2000	Gradium Mine
	3	Weapon speed +3	10000	10000	Magma Prison B3F
	4	Weapon speed +4	20000	10000	Final Ancient Arena (Keyon Palace)

Name	Type	Effect: Damage to...	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Killer / Pursuit	orc	Orc +5%	50	25	Old Ancient Arena (South Road Forest)
	Birding	Birding +5%	100	100	Harry Ancient Arena (Lakton Highlands)
	Lizard	Lizard +5%	200	200	Lower Ancient Arena (East Pasa Plains)
	Beastling	Beastling +5%	300	300	Waldrop Ancient Arena (North Pasa Plains)
	Shade	Shade +5%	300	300	Shalder Ancient Arena (West Pasa Plains)
	Giant	Giant +5%	400	400	Giant Ancient Arena (West Pasa Plains)
	Dragon	Dragon +5%	600	600	Ice Ancient Arena (Raska Snowfield)
	Demon	Demon +5%	600	600	Sakulian Ancient Arena (Sidera Snow Mountain)
	Robot	Robot +5%	600	600	Steel Ancient Arena (Gunderster Cavern)
	Golem	Golem +5%	800	800	Impact Ancient Arena (West Balkan Desert)
	Wraith	Wraith +5%	800	800	Vampire Ancient Arena (Stridium Mine)
	Weapon	Armed monsters +5%	800	800	Great Bridge, Front Gate
	Armor	Armored monsters +5%	800	800	Crimson Palace, Throne Room (hidden room)
	Wing	Winged monsters +5%	800	800	Dragon Ancient Arena (Pasa Plains, East Coast)
	Scales	Scaled monsters +5%	800	800	Vastina Ancient Arena (East Balkan Desert)
	Flame	Flame-type monsters +5%	600	600	Flame Ancient Arena (Magma Prison B3F)
	Lightning	Lightning-type monsters +5%	600	600	Lightning Ancient Arena (Pasarabur Trail)
	Frost	Frost-type monsters +5%	600	600	Succubi Ancient Arena (Lake Sidera)
	Light	Light-type monsters +5%	300	300	Training Facility B30F
	Darkness	Darkness-type monsters +5%	600	600	Golem Ancient Arena (Lake Bark Cavern, South)

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Master Guard	1	Defense +1	100	50	Pre-installed
	2	Defense +2	300	100	
	3	Defense +3	600	200	Il Gonia, Lake Narda
	4	Defense +4	990	330	Ranburri's Tomb (Path of Carnage)
	5	Defense +5	1500	500	
	6	Defense +6	2000	700	
	7	Defense +7	4000	1000	Magma Prison B2F
	8	Defense +8	7000	2000	Lake Bark Cavern, North
	9	Defense +9	9000	3000	Gusk, Black 3
	10	Defense +10	11000	3000	Training Facility B40F

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Stun Resist	1	Stun evasion +1	50	5	Cantare Village
	2	Stun evasion +2	400	60	
	3	Stun evasion +3	800	400	
	4	Stun evasion +4	1400	1000	DX Metal Tunnel B5F
	5	Stun evasion +5	4000	2000	Great Bridge, Passage
	6	Stun evasion +6	5000	2000	Training Facility B30F

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Critical Res.	1	Critical evasion +1	50	5	Cantare Snowfield
	2	Critical evasion +2	400	60	North Pasa Plains
	3	Critical evasion +3	800	400	
	4	Critical evasion +4	1400	1000	Great Bridge, Middle
	5	Critical evasion +5	4000	2000	
	6	Critical evasion +6	5000	2000	Training Facility B15F

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Knockback Res.	1	Knockback eva. +1	50	5	South Road Forest
	2	Knockback eva. +2	400	60	
	3	Knockback eva. +3	800	400	Northwest Pasa Plains
	4	Knockback eva. +4	1400	1000	DX Metal Tunnel B10F
	5	Knockback eva. +5	4000	2000	Great Bridge, Lower
	6	Knockback eva. +6	5000	2000	Training Facility B35F

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Absolute Def.	1	Absolute Def. +1	800	400	Present from Avalon (level 80+)
	2	Absolute Def. +2	2500	1200	Present from Avalon (level 130+)
	3	Absolute Def. +3	4000	1500	Present from Avalon (level 150+)

Name	Type	Effect: Resistance to...	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Elemental Resist	Flame 1	Flame Resistance +1	400	300	Ancient Rune Temple (outskirt)
	Flame 2	Flame Resistance +2	5000	2500	Mt. Fyrgarum, Highway
	Lightning 1	Lightning Resistance +1	300	100	West Pasa Plains
	Lightning 2	Lightning Resistance +2	1000	2500	Gusk, Black 2
	Frost 1	Frost Resistance +1	300	100	North Il Gonia Valley
	Frost 2	Frost Resistance +2	5000	2500	Great Bridge, Entrance
	Light 1	Light Resistance +1	1000	500	Ancient Ruins B2F
	Light 2	Light Resistance +2	4000	3000	Keyon Palace
	Darkness 1	Darkness Resistance +1	1000	500	East Balkan Desert
	Darkness 2	Darkness Resistance +2	7000	3500	Demosa Ancient Arena (Sidera Mountain, Canyon)

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Petrif. Res.	1	Petrif. res. speed +1	1000	500	West Balkan Desert
	2	Petrif. res. speed +2	5400	500	Lake Bark Cavern, South Point
	3	Petrif. res. speed +3	10000	500	Rock Ancient Arena (Ranburri's Tomb)

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Flame Magic	1	Flame Magic +1	100	50	Pre-installed
	2	Flame Magic +2	500	250	
	3	Flame Magic +3	1000	500	Lakton Highlands
	4	Flame Magic +4	2000	1000	Ranburri's Tomb (in pyramid)
	5	Flame Magic +5	7000	3500	
	6	Flame Magic +6	9000	2000	Keyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Lightning Magic	1	Lightning Magic +1	200	100	Lakton Highlands
	2	Lightning Magic +2	1000	500	
	3	Lightning Magic +3	2000	1000	Gunderster Cavern (below Gue-Portent)
	4	Lightning Magic +4	5000	2500	Mt. Fyrgarum, Base (upper part)
	5	Lightning Magic +5	9000	3500	
	6	Lightning Magic +6	11000	2000	Keyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Frost Magic	1	Frost Magic +1	100	50	Tsunugur Ice Fort (3rd level)
	2	Frost Magic +2	500	250	
	3	Frost Magic +3	1000	500	
	4	Frost Magic +4	2000	1000	Mt. Fyrgarum, Highway
	5	Frost Magic +5	7000	3500	Gusk, Black 2
	6	Frost Magic +6	9000	2000	Keyon Palace

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Light Magic	1	Light Magic +1	200	100	Present to Cyllia from Rankin IL 10+
	2	Light Magic +2	600	300	" (level 20+)
	3	Light Magic +3	1200	600	" (level 35+)
	4	Light Magic +4	2500	1250	" (level 55+)
	5	Light Magic +5	8000	4000	" (level 95+)
	6	Light Magic +6	10000	2000	" (level 120+)

Name	Level	Effect	Cost for Rank 1	Cost Inc. Per Rank	Power Art Stone
Darkness Magic	1	Darkness Magic +1	200	100	Great Ancient Arena (Cantare Snowfield)
	2	Darkness Magic +2	1000	500	
	3	Darkness Magic +3	2000	1000	
	4	Darkness Magic +4	5000	2500	Crimson Palace 3F
	5	Darkness Magic +5	9000	4500	
	6	Darkness Magic +6	10000	5000	Keyon Palace



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One-Handed Weapons : Weapon Stats

Name	Base Damage	Max Combo	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Darkness Attack	Critical Hit Rate	Knockback Rate	Float Rate	Knockdown Rate	HP Absorb (%)	MP Absorb (%)
Long Dagger	9	6	0	0	0	0	0	40	40	40	5	0	0
Medium Sword	10	5	0	0	0	0	0	35	65	60	10	0	0
Stinger	11	5	2	2	2	2	2	60	0	50	5	0	0
Curved Blade	12	6	0	0	0	0	0	20	30	80	5	0	0
Qing Long Dao	13	5	0	0	0	0	0	50	40	60	10	0	0
Dwarven Axe	16	5	0	0	0	0	0	20	50	40	35	0	0
Clock Sword	14	6	0	0	0	0	0	65	20	90	10	0	0
Ghost Claws	10	10	0	0	0	0	0	110	0	110	5	0	0
Kiku Ichimonji	15	5	0	0	0	0	0	70	0	30	5	0	0
Magic Sword	16	6	0	0	0	0	0	96	0	100	10	0	1
Frozen Saber	14	4	0	5	16	5	5	40	70	40	10	0	0
Achilles' Edge	5	9	0	0	0	0	0	50	0	60	5	0	0
Dark Edge	16	5	0	0	0	0	16	115	40	90	5	0	5
Counter Sword	17	5	0	0	0	0	0	50	70	150	10	0	0
Oni Cleaver	24	4	0	0	0	0	0	100	130	0	35	0	0
Soul Stealer	16	6	0	0	0	0	0	80	60	80	15	0	0
Dragon Slayer	20	6	16	0	0	0	0	96	100	140	15	0	0
Aerial Saber	19	9	12	12	12	12	12	114	0	170	5	0	0
Chaos Breaker	23	6	16	16	16	16	16	92	65	200	20	0	0
Darkness Sword	22	16	0	0	0	0	20	65	0	250	5	0	5

One-Handed Weapons : Damage Bonuses

Name	Dir.	Wing	Lizard-man	Beast	Snake	Giant	Dragon	Demom	Robot	Boleh	Undead	Weapon	Armor	Wing	Scaled	Flame	Ice	Frost	Light	Dark	Objects
Long Dagger	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Medium Sword	0	0	0	25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Stinger	0	0	0	0	0	0	0	0	0	0	0	0	25	0	0	0	0	0	0	0	0
Curved Blade	0	0	25	0	25	0	0	0	0	0	0	0	0	0	25	0	0	0	0	0	0
Qing Long Dao	0	0	0	0	0	0	0	0	0	0	0	25	0	0	0	0	0	0	0	0	0
Dwarven Axe	0	0	0	0	0	0	0	0	0	50	0	0	50	0	0	0	0	0	0	0	200
Clock Sword	25	25	0	25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ghost Claws	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Kiku Ichimonji	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15	15	15	15	15	0
Magic Sword	0	0	0	0	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Frozen Saber	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50	0	0	0	0	0
Achilles' Edge	20	20	20	20	20	0	0	0	0	0	0	50	0	0	0	0	0	0	0	0	0
Dark Edge	0	0	0	0	0	0	0	0	0	150	150	0	0	0	0	0	0	0	0	0	50
Counter Sword	0	0	0	0	0	50	0	0	0	0	0	50	0	0	0	0	0	0	0	0	100
Oni Cleaver	50	0	0	0	0	150	0	0	0	100	0	0	0	0	0	0	0	0	0	0	150
Soul Stealer	10	10	10	10	10	10	10	10	0	0	0	0	0	0	0	10	10	10	10	10	100
Dragon Slayer	0	0	0	0	0	0	150	0	0	0	0	0	0	0	50	0	0	0	0	0	100
Aerial Saber	0	50	0	0	0	0	0	0	0	0	50	0	0	150	0	0	0	0	0	0	0
Chaos Breaker	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	50	50	50	50	50	70
Darkness Sword	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50



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One-Handed Weapons : Special Powers

Name	Special	Spell 1	Spell 2	Spell 3	Spell 4	Charge Attack
Long Dagger		Hell Blast Lv1	—	—	—	Sky Slash
Medium Sword		Hell Blast Lv1	—	—	—	Spin Attack
Stinger		Spark Bomb Lv1	—	—	—	Rush Blade
Curved Blade		Blaze Lv1	—	—	—	Sky Slash+
Qing Long Dao		Spark Lv1	—	—	—	Counter Straight
Dwarven Axe		Hell Blast Lv1	—	—	—	Power Press
Clock Sword		Ice Spike Lv1	—	—	—	Impact Crush
Ghost Claws		Invisible	—	—	—	Drain Blade
Kiku Ichimonji		Spark Bomb Lv2	Spark Bomb Lv1	—	—	Rush Blade
Magic Sword	Boosts Critical Evasion	Invisible	—	—	—	Rush Blade+
Frozen Saber	Frost Attack	Freeze Lv2	Ice Spike Lv1	—	—	Spin Attack+
Achilles' Edge		Hell Blast Lv1	Hell Blast Lv2	Hell Blast Lv3	—	Counter Straight
Dark Edge	Darkness Attack, Boosts Elemental Resistances	Dark Arrow Lv1	Dark Arrow Lv2	—	—	Dark Arrow Lv2
Counter Sword	Boosts Evasive Stats	Hell Blast Lv1	—	—	—	Counter Straight
Oni Cleaver		—	—	—	—	Bone Driller
Soul Stealer		Puppet	—	—	—	Drain Blade
Dragon Slayer		Inferno Lv3	—	—	—	Spin Attack++
Aerial Saber		Holy Lv1	Holy Lv2	—	—	Spin Attack++
Chaos Breaker		Gaia Nova Lv1	Gaia Nova Lv2	Gaia Nova Lv3	—	Spin Attack+++
Darkness Sword	Petrify Attack, Darkness Attack	Chaos Gate Lv1	Chaos Gate Lv2	Chaos Gate Lv3	—	Chaos Gate Lv1

Two-Handed Weapons : Weapon Stats

Name	Base Damage	Max Combo	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Darkness Attack	Critical Hit Rate	Knockback Rate	Float Rate	Knockdown Rate	HP Absorb (%)	MP Absorb (%)
Claymore	16	3	0	0	0	0	0	69	55	80	15	0	0
Zweihander	20	4	0	0	0	0	0	69	65	80	20	0	0
Steel Slicer	21	4	0	0	0	0	0	78	80	120	15	0	0
Oni Club	26	3	0	0	0	0	0	65	75	100	60	0	0
Heavy Sword	36	5	0	0	0	0	0	78	85	100	30	0	0
Masamune	18	4	0	0	0	0	0	114	55	50	10	0	0
Fang Tienchi	30	6	0	0	0	0	0	87	110	130	25	0	0
Giant Hammer	46	3	0	0	0	0	0	65	120	50	80	0	0
Noswald Axe	32	4	0	0	0	0	0	78	65	100	30	0	0
Halberd	38	4	0	0	0	0	0	78	70	50	15	0	0
Scarecrow	20	5	5	5	5	5	16	114	55	250	10	1	0
Silver Hammer	46	3	2	16	2	2	2	65	100	0	5	0	0
Lunarlight Axe	50	4	0	0	0	0	0	69	65	50	20	0	0
Punisher	66	6	0	0	0	0	0	96	95	150	15	0	0
Laevateinn	46	5	16	5	5	5	5	78	110	150	35	0	0
Ordeal	10	16	0	0	0	0	0	65	100	100	20	0	0
Medusa Hair	70	4	0	0	0	0	0	87	0	150	25	0	0
Pandemonium	80	3	10	10	10	10	16	78	90	150	5	2	2
Taros Sword	110	3	15	15	15	15	15	78	135	250	35	0	0
Metal Pain	120	7	0	0	0	0	0	65	140	150	60	0	0

Two-Handed Weapons : Damage Bonuses

Name	orc	Heiry	Lizardman	Beast	Snake	Giant	Dragon	Demon	Robot	Golem	Undead	Wings	Armor	Wing	Scaled	Flame	Utop	Frost	Light	Dark	Objects
Claymore	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100
Zweihander	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100
Steel Slicer	0	0	0	0	0	0	0	0	0	80	0	0	50	0	0	0	0	0	0	0	150
Oni Club	0	0	0	0	0	50	0	0	0	80	0	0	0	0	0	0	0	0	0	0	200
Heavy Sword	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100
Masamune	0	0	0	0	0	0	0	0	0	0	50	0	0	0	0	0	0	0	0	0	0
Fang Tienchi	0	0	0	0	50	0	0	0	0	0	0	0	0	0	50	0	0	0	0	0	50
Giant Hammer	0	0	0	0	0	150	0	0	0	0	0	0	0	0	0	0	0	0	0	0	250
Noswald Axe	0	0	0	0	0	0	0	200	0	0	0	0	0	0	0	0	0	0	0	0	150
Halberd	0	0	0	0	0	0	0	0	0	0	0	50	0	0	0	0	0	0	0	0	50
Scarecrow	200	200	200	200	200	200	200	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Silver Hammer	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	0	250
Lunarlight Axe	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	150
Punisher	25	25	25	25	25	25	25	0	0	0	25	0	0	0	0	0	0	0	0	0	100
Laevateinn	0	0	0	0	0	0	0	50	0	0	50	0	0	0	0	0	0	0	0	100	50
Ordeal	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100
Medusa Hair	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50
Pandemonium	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	300	0	0
Taros Sword	0	0	0	0	0	0	0	50	0	0	0	0	0	0	0	150	150	150	150	150	150
Metal Pain	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	150

Two-Handed Weapons : Special Powers

Name	Special	Spell 1	Spell 2	Spell 3	Spell 4	Charge Attack
Claymore		—	—	—	—	Rolling Buster
Zweihander		—	—	—	—	Unrivaled Attack
Steel Slicer		—	—	—	—	Stun Smash
Oni Club		—	—	—	—	Gaia Quake
Heavy Sword		—	—	—	—	Rolling Buster+
Masamune		—	—	—	—	Death Critical
Fang Tienchi		—	—	—	—	Rolling Buster++
Giant Hammer		—	—	—	—	Gaia Quake
Noswald Axe		—	—	—	—	Rolling Buster+
Halberd		—	—	—	—	Rolling Buster++
Scarecrow		Dark Arrow Lv2	Puppet	—	—	Drain Smash
Silver Hammer		Spark Bomb Lv1	Spark Bomb Lv2	—	—	Gaia Quake
Lunarlight Axe		—	—	—	—	Stun Smash+
Punisher		—	—	—	—	Unrivaled Attack+
Laevateinn		Inferno Lv3	—	—	—	Blazing Feather
Ordeal		Chaos Gate Lv2	—	—	—	Vital Drain
Medusa Hair	Boosts Evasive Stats	—	—	—	—	Death Critical+
Pandemonium	Petrify Attack, Darkness Attack	Dark Arrow Lv3	—	—	—	Unrivaled Attack++
Taros Sword		—	—	—	—	Rolling Buster+++
Metal Pain		—	—	—	—	Rolling Buster++

Spellbooks : Weapon Stats

Name	Base Damage	Max Combo	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Darkness Attack	Critical Hit Rate	Knockback Rate	Float Rate	Knockdown Rate	HP Absorb (%)	MP Absorb (%)
Fire-Ice Tome	9	3	4	1	1	0	0	0	70	0	0	0	1
Midwinter Book	9	3	2	2	8	0	0	0	0	0	0	0	1
Indra's Tome	12	3	10	10	3	1	1	70	70	0	0	0	2
Tome of Light	10	3	3	3	3	15	1	0	110	0	0	0	2
Volcanon Tome	14	3	8	8	4	4	4	80	90	0	0	0	3
Blizzard Book	9	3	5	5	10	5	5	0	0	0	0	0	3
Tome of Dark	10	3	4	4	4	4	12	0	0	0	0	0	2
Thunder Scroll	9	3	5	16	5	5	5	0	90	90	0	0	3
Caster's Book	11	2	6	6	6	6	18	0	0	0	0	10	3
Trinity Book	13	3	12	12	12	6	6	70	60	0	0	0	5
Ice-Flame Tome	9	2	16	7	16	7	7	0	0	0	0	0	5
Elfin Book	15	2	8	18	8	8	8	0	100	250	0	0	5
Saint's Tome	9	2	9	9	9	12	9	0	140	0	0	0	5
Volcanon Logs	11	2	24	10	10	10	10	0	0	0	0	0	8
Absolute Zero	10	2	11	11	20	11	11	0	0	0	0	0	8
Book of Thor	30	3	12	20	12	12	12	0	0	0	0	0	8
Gaia Codex	21	2	16	16	16	24	16	110	100	0	0	10	10
Creation Book	9	2	22	22	22	14	14	90	110	0	0	0	10
Necromancer	13	2	13	13	13	13	24	0	0	0	0	10	8
Evil Worship	11	2	18	18	18	26	26	120	80	0	0	5	10

Spellbooks : Damage Bonuses

Name	Orc	Happy	Lizard-man	Beast	Snake	Giant	Dragon	Demon	Robot	Golem	Undead	Weapon	Armer	Wing	Scaled	Flame	Log	Frost	Light	Dark	Object
Fire-Ice Tome	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	0	0	0
Midwinter Book	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0
Indra's Tome	50	50	50	50	50	50	50	50	0	0	0	0	0	0	0	0	0	0	0	0	0
Tome of Light	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	50	0
Volcanon Tome	50	50	50	50	50	50	50	50	0	0	0	0	50	50	50	0	0	0	0	0	0
Blizzard Book	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0
Tome of Dark	0	0	0	0	0	100	0	0	0	0	0	0	50	0	0	0	0	0	50	0	0
Thunder Scroll	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50	0	50	50	50	0
Caster's Book	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	0
Trinity Book	25	25	25	25	25	25	25	25	50	50	50	50	50	50	50	0	0	0	0	0	0
Ice-Flame Tome	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	150	0	0	0	0	0
Elfin Book	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	100	100	100	100	0
Saint's Tome	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	100	0
Volcanon Logs	0	0	50	50	0	0	200	0	0	0	0	0	0	0	0	0	0	150	0	0	0
Absolute Zero	50	50	0	0	50	50	0	0	0	0	0	0	0	0	0	150	0	0	0	0	0
Book of Thor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	100	100	100	100	0
Gaia Codex	0	0	0	0	0	0	0	0	200	0	0	0	0	0	0	0	0	0	0	0	0
Creation Book	50	50	50	50	50	50	100	50	50	50	50	50	50	50	50	50	50	50	50	50	0
Necromancer	0	0	0	0	0	0	0	0	0	0	150	0	0	0	0	0	0	0	150	0	0
Evil Worship	0	0	0	0	0	0	0	200	0	0	0	0	0	0	0	0	0	0	0	0	0



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Spellbooks : Special Powers

Name	Special	Spell 1	Spell 2	Spell 3	Spell 4	Charge Attack
Fire-Ice Tome		Blaze Lv1	Freeze Lv1	—	—	Blaze Lv2
Midwinter Book		Freeze Lv1	Ice Spike Lv1	—	—	Ice Spike Lv1
Indra's Tome		Blaze Lv1	Spark Lv1	—	—	Spark Lv1
Tome of Light		Shine Lv1	Shine Lv2	Holy Lv1	Freeze Lv1	Shine Lv2
Volcanon Tome		Blaze Lv2	Spark Lv2	—	—	Blaze Lv2
Blizzard Book		Freeze Lv2	Ice Spike Lv2	Hell Blast Lv2	—	Ice Arrow
Tome of Dark		Dark Arrow Lv1	Dark Arrow Lv2	Invisible	—	Dark Arrow Lv1
Thunder Scroll		Spark Lv2	Spark Bomb Lv2	Hell Blast Lv2	—	Spark Lv2
Caster's Book		Dark Arrow Lv1	Dark Arrow Lv2	Puppet	—	Dark Arrow Lv1
Trinity Book		Blaze Lv2	Inferno Lv1	Ice Spike Lv2	Spark Lv2	Blazing Feather
Ice-Flame Tome		Blaze Lv2	Inferno Lv2	Freeze Lv2	Ice Spike Lv2	Ice Arrow
Elfin Book		Hell Blast Lv1	Hell Blast Lv2	Spark Lv2	—	Hell Blast Lv1
Saint's Tome		Shine Lv2	Shine Lv3	Holy Lv1	Holy Lv2	Shine Lv1
Volcanon Logs		Blaze Lv1	Blaze Lv2	Inferno Lv2	Inferno Lv3	Blazing Feather
Absolute Zero		Freeze Lv2	Freeze Lv3	Ice Spike Lv2	Ice Spike Lv3	Freeze Breath
Book of Thor		Spark Lv2	Spark Lv3	Spark Bomb Lv2	Spark Bomb Lv3	Spark Breath
Gaia Codex	Mythril Generate (10%)	Shine Lv2	Holy Lv2	Gaia Nova Lv2	Gaia Nova Lv3	Avalon Nova
Creation Book		Inferno Lv3	Spark Bomb Lv3	Freeze Lv3	Hell Blast Lv3	Blaze Lv3
Necromancer		Dark Arrow Lv2	Dark Arrow Lv3	Chaos Gate Lv2	Puppet	Chaos Gate Lv1
Evil Worship	Petrify Attack	Holy Lv3	Dark Arrow Lv3	Chaos Gate Lv3	Avalon Nova	Stone Breath

Crossbows : Weapon Stats

Name	Base Damage	Max Combo	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Darkness Attack	Critical Hit Rate	Knockback Rate	Float Rate	Knockdown Rate	HP Absorb (%)	MP Absorb (%)
Wood Crossbow	1	5	0	0	0	0	0	78	60	0	0	0	0
War Crossbow	2	6	0	0	0	0	0	78	75	0	10	0	0
Robin Crossbow	3	4	0	0	0	0	0	96	90	0	0	0	0
Steel Crossbow	4	5	0	0	0	0	0	65	65	0	10	0	0
Machine Buster	3	5	0	0	0	0	0	50	30	0	0	0	0
Silver Shot	2	4	5	5	5	5	5	78	55	0	0	0	0
Blaze Shot	2	4	16	0	0	0	0	96	30	0	0	0	0
Spark Shot	2	4	6	16	6	6	6	96	30	0	0	0	0
Guard Crossbow	4	4	0	0	0	0	0	78	100	0	0	0	0
Evil Crossbow	5	4	0	0	0	0	0	132	0	0	0	0	0
Freeze Shot	2	4	8	8	16	8	8	96	70	0	0	0	0
Snake Shot	5	6	0	0	0	0	0	150	80	0	0	0	0
Saint Cannon	2	4	10	10	10	16	10	105	50	0	0	0	0
Ancient Bow	6	8	0	0	0	0	0	65	100	0	0	0	0
Dragon Shot	7	9	0	0	0	0	0	114	120	0	0	0	0
Elfin Gun	7	4	0	0	0	0	0	114	0	0	20	0	0
Lunar Shot	8	5	14	14	14	17	14	132	100	0	0	0	0
Aurora Bow	8	8	18	18	18	18	18	150	130	0	0	0	0
Air Crossbow	6	7	0	0	0	0	0	132	0	130	0	0	0
Storm Shot	8	4	17	20	17	17	17	96	140	0	60	0	0

Crossbows : Damage Bonuses

Name	On	Harpy	Lizardman	Beast	Snake	Giant	Dragon	Demok	Robot	Golem	Undead	Weapon	Armor	Wing	Scaled	Flame	Intg.	Frost	Light	Dark	Objects
Wood Crossbow	0	0	0	0	0	0	0	0	0	0	0	0	0	25	0	0	0	0	0	0	0
War Crossbow	20	20	20	20	20	20	20	0	0	0	0	0	0	25	0	0	0	0	0	0	0
Robin Crossbow	0	0	0	100	0	0	0	0	0	0	0	0	0	25	0	0	0	0	0	0	0
Steel Crossbow	10	10	10	10	10	10	10	10	10	10	10	10	50	50	10	0	0	0	0	0	0
Machine Buster	0	0	0	0	0	0	0	0	50	0	0	0	0	25	0	0	0	0	0	0	0
Silver Shot	0	0	0	30	0	0	0	0	0	0	50	0	0	25	0	0	0	0	0	0	0
Blaze Shot	0	0	0	0	0	0	0	0	0	0	0	0	0	25	0	0	0	30	0	0	0
Spark Shot	0	0	0	0	0	0	0	0	0	0	0	0	0	25	0	30	0	30	0	0	0
Guard Crossbow	0	0	0	0	0	0	0	0	0	0	0	0	30	25	0	0	0	0	0	0	0
Evil Crossbow	0	0	0	0	0	0	0	0	0	0	0	0	0	25	0	0	0	0	0	0	0
Freeze Shot	0	0	0	0	0	0	0	0	0	0	0	0	0	25	0	30	0	0	0	0	0
Snake Shot	0	0	0	0	25	0	0	0	0	0	0	0	0	25	25	0	0	0	0	0	0
Saint Cannon	0	0	0	0	0	0	0	30	0	0	30	0	0	25	0	0	0	0	0	30	0
Ancient Bow	0	0	0	0	0	50	50	0	0	50	0	0	0	25	0	0	0	0	0	0	0
Dragon Shot	0	0	0	0	0	0	50	0	0	0	0	0	0	25	25	0	0	0	0	0	0
Elfin Gun	0	0	0	0	0	50	0	50	0	0	0	0	0	25	0	0	0	0	0	0	0
Lunar Shot	0	0	0	0	0	0	0	50	0	0	40	0	0	25	0	0	0	0	0	0	0
Aurora Bow	0	0	0	0	0	0	0	0	50	0	0	0	0	25	0	50	50	50	50	50	0
Air Crossbow	0	0	0	0	0	0	0	0	0	0	0	30	0	100	0	0	0	0	0	0	0
Storm Shot	0	0	0	0	0	0	0	0	0	0	0	0	0	50	0	0	0	0	0	0	0

Crossbows : Special Powers

Name	Special	Spell 1	Spell 2	Spell 3	Spell 4	Charge Attack
Wood Crossbow		—	—	—	—	Wide Shot
War Crossbow		—	—	—	—	Gatling Arrow
Robin Crossbow		—	—	—	—	Wide Shot
Steel Crossbow		—	—	—	—	Wide Shot
Machine Buster		—	—	—	—	Gatling Arrow
Silver Shot		—	—	—	—	Wide Shot+
Blaze Shot	Flame Attack	Blaze Lv1	Blaze Lv2	—	—	Blazing Arrow
Spark Shot	Lightning Attack	Spark Bomb Lv1	Spark Bomb Lv2	—	—	Wide Shot+
Guard Crossbow	Boosts Evasive Stats	—	—	—	—	Gatling Arrow
Evil Crossbow		—	—	—	—	Darkness Shell
Freeze Shot	Frost Attack	Ice Spike Lv1	Ice Spike Lv2	—	—	Ice Shell
Snake Shot		—	—	—	—	Wide Shot+
Saint Cannon	Light Attack	Holy Lv1	—	—	—	Holy Lv2
Ancient Bow		—	—	—	—	Gatling Arrow
Dragon Shot		—	—	—	—	Wide Shot++
Elfin Gun		—	—	—	—	Wide Shot++
Lunar Shot	Light Attack	Shine Lv2	—	—	—	Gatling Arrow++
Aurora Bow		Avalon Nova	—	—	—	Gatling Arrow++
Air Crossbow	Harpy Killer, Sky Attack	—	—	—	—	Gatling Arrow+
Storm Shot	Lightning Attack	Hell Blast Lv2	Spark Lv2	—	—	Stone Shell



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Name	Def.	Abs. Def.	Stun Resist	Stun Rec.	Crit. Eva.	Knock-back Eva.	Float Eva.	Knock-down Eva.	Petrify Rec.	Flame Resist	Lightning Resist	Frost Resist	Light Resist	Dark Resist	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Dark Attack	Special Powers
Wooden Shield	1	0	50	0	30	50	50	5	0.0	0	0	0	0	0	0	0	0	0	0	
Circle Shield	2	0	70	0	35	56	60	10	0.0	2	2	2	2	2	0	0	0	0	0	
Steel Shield	3	0	80	0	40	66	70	20	0.0	0	0	0	0	0	0	0	0	0	0	
Goddess Shield	4	0	90	0	40	80	80	30	0.0	0	0	0	0	0	0	0	0	0	0	
Magic Shield	2	0	80	0	55	45	30	20	0.3	5	5	5	5	5	2	2	2	0	0	
Casket Shield	8	10	110	0	70	110	110	100	0.0	0	0	0	0	0	0	0	0	0	0	
Tri-Shield	7	0	100	0	60	100	90	70	0.0	2	2	2	2	2	0	0	0	0	0	
Luck Shield	6	0	50	0	33	70	180	80	0.0	0	0	0	0	0	0	0	0	0	0	Boosts Attack Skills
Gold Shield	2	0	40	0	85	30	50	60	0.0	0	0	0	0	0	0	0	0	0	0	
Chaos Shield	8	0	110	0	55	130	150	100	0.5	0	0	0	0	0	2	2	2	2	2	
Evil Shield	9	0	130	0	40	135	90	90	0.0	10	10	10	0	10	0	0	0	0	10	
Master Shield	10	0	150	0	80	140	140	110	0.0	0	0	0	0	0	0	0	0	0	0	
Zenus Shield	12	20	150	0	85	140	170	120	0.7	15	15	15	15	15	1	1	1	1	1	
Silver Chain	0	0	20	0	25	50	20	0	0.3	0	0	0	0	0	1	0	0	0	0	
Cross Chain	1	0	30	0	35	10	70	10	0.3	3	3	3	3	3	2	0	0	0	0	
Edged Chain	2	0	40	0	30	40	30	50	0.3	0	0	0	0	0	0	1	0	0	0	
Platinum Chain	4	0	100	0	45	50	40	30	0.5	5	5	5	5	5	0	2	0	0	0	
Magic Chain	2	0	40	0	35	30	45	20	0.7	10	10	10	10	10	2	2	2	0	0	
Spiked Chain	4	0	70	0	30	150	50	90	0.3	5	5	5	5	5	0	0	0	0	2	
Gold Chain	2	0	80	0	90	80	50	40	0.3	5	5	5	5	5	0	0	3	0	0	
Rune Chain	5	0	70	0	60	90	50	50	0.3	15	15	15	5	5	2	2	2	3	3	
Evil Chain	5	0	80	0	40	100	60	80	0.3	7	7	7	7	15	0	0	0	4	0	
Master Chain	6	0	120	0	75	120	80	110	0.3	14	14	14	14	14	0	0	0	5	0	
Holy Chain	5	0	110	0	60	90	120	80	0.8	9	9	9	14	9	0	0	0	0	5	
Zhina Chain	7	20	130	0	85	140	90	100	0.8	15	15	15	15	15	4	4	4	4	4	

Armor

Name	Def.	Abs. Def.	Stun Resist	Stun Rec.	Crit. Eva.	Knock-back Eva.	Float Eva.	Knock-down Eva.	Petrify Rec.	Flame Resist	Lightning Resist	Frost Resist	Light Resist	Dark Resist	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Dark Attack	Special Powers
Power Hakama	10	0	0	140	0	0	0	20	1.0	0	0	0	0	0	0	0	0	0	0	
Ninja Clothes	13	2	0	60	25	0	0	15	0.0	10	10	10	0	0	0	0	0	0	0	
Magic Suit	14	0	0	65	10	0	0	5	0.0	15	15	15	15	15	4	4	4	4	4	
Sol Runic Cape	18	4	0	95	40	0	0	10	0.0	12	12	12	25	12	5	5	5	8	0	
Silver Armor	16	0	10	70	30	0	0	5	0.0	0	0	0	0	0	0	0	0	0	0	
Blood Armor	21	6	0	250	90	0	0	20	0.0	0	0	0	10	30	0	0	0	0	8	
Hero Armor	24	8	0	110	55	0	0	30	0.7	10	10	10	10	17	0	0	0	0	0	
Shining Armor	25	10	0	140	45	0	0	25	0.0	0	0	0	30	20	8	8	8	8	8	
Phoenix Clothes	35	0	10	150	80	0	0	20	0.7	90	10	20	20	20	0	0	0	0	0	
Wild Vest	5	0	0	10	5	0	0	5	0.3	0	0	0	0	0	0	0	0	0	0	
Wild Vest 2	25	10	0	150	70	0	0	10	1.7	20	20	20	20	20	10	10	10	10	10	

Armor (continued)

Name	Def.	Abs. Def.	Stun Resist	Stun Rec.	Crit. Evd.	Knock-back Evd.	Float Evd.	Knock-down Evd.	Paralyze Rec.	Flame Resist	Lightning Resist	Frost Resist	Light Resist	Dark Resist	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Dark Attack	Special Powers
Elegant Dress	7	0	5	60	10	0	0	5	0.0	15	15	15	0	0	1	1	1	1	1	
Venturer Garb	10	0	5	65	20	0	0	10	0.0	15	10	10	10	10	1	1	1	1	1	
Witch Robe	9	0	0	40	15	0	0	0	0.0	15	15	22	10	10	3	3	3	1	1	
Angel Wings	12	0	0	50	20	0	0	0	0.0	18	18	18	18	18	2	2	2	5	0	
Wind Garb	13	0	10	90	30	0	0	10	0.0	30	10	10	10	10	2	2	2	2	2	
Royal Armor	18	0	0	130	40	0	0	40	0.0	10	10	40	10	30	2	2	2	2	1	
Ritual Robe	16	0	0	60	25	0	0	0	0.5	20	20	20	30	50	1	1	1	0	10	
Saint Armor	20	0	0	120	45	0	0	30	0.0	15	15	15	40	40	4	4	4	3	3	
Noble White	35	0	0	150	50	0	0	0	0.3	10	10	10	35	35	5	5	5	5	5	
White Coat	3	0	0	30	5	0	0	5	1.0	10	5	5	5	5	2	2	2	1	1	
White Coat 2	25	5	0	210	60	0	0	35	0.3	30	30	30	30	40	12	12	12	12	12	

Headgear

Name	Def.	Abs. Def.	Stun Resist	Stun Rec.	Crit. Evd.	Knock-back Evd.	Float Evd.	Knock-down Evd.	Paralyze Rec.	Flame Resist	Lightning Resist	Frost Resist	Light Resist	Dark Resist	Flame Attack	Lightning Attack	Frost Attack	Light Attack	Dark Attack	Special Powers
Power Headband	1	0	0	4	0	0	0	0	0.0	0	0	0	0	0	1	1	1	1	1	
Susano Rune	2	0	0	1	2	0	0	0	0.0	5	5	5	5	5	1	1	1	1	1	
Magic Headgear	0	0	0	0	0	0	0	0	0.0	25	25	25	0	0	7	7	7	7	7	
Fox Headgear	1	0	0	0	0	0	0	0	0.5	7	7	7	7	7	2	2	2	2	2	
Wind Goggles	1	0	0	0	0	0	0	0	0.0	4	4	4	4	4	1	1	1	1	1	Anti-Winged (+30%)
Achilles' Helm	1	0	2	5	0	0	0	0	0.0	1	1	1	1	1	1	1	1	1	1	
Feather Cap	1	0	0	0	0	0	0	0	0.0	5	5	5	5	5	3	3	3	1	1	Anti-Giants (+30%)
Sol Runic Helm	4	0	0	1	0	0	0	0	0.3	30	10	10	15	10	1	1	1	1	1	Anti-Undead (-50%)
Blood Helm	5	0	0	3	4	0	0	0	0.0	20	20	20	30	20	1	1	1	1	1	
Hero Helm	6	0	0	2	4	0	0	0	0.0	12	12	12	12	20	1	1	8	1	1	
Victors Crown	6	0	0	1	0	0	0	0	0.3	9	9	9	9	9	1	1	1	1	1	
Geo Headgear	4	0	0	2	0	0	0	0	0.0	16	16	16	18	24	1	1	1	1	1	Anti-Robot (+50%)
Shining Guard	7	0	0	2	3	0	0	0	0.0	16	16	30	16	25	2	2	2	2	2	
Skull Helm	3	0	0	2	0	0	0	0	0.0	6	6	30	6	6	1	4	1	1	1	
Phoenix Helm	8	0	0	6	6	0	0	0	0.0	20	20	20	20	20	1	1	1	1	1	
Pirate Hat	0	0	0	0	0	0	0	0	0.7	4	4	4	4	4	1	1	1	1	1	
Wild Headgear	1	0	0	1	0	0	0	0	0.0	3	3	3	3	3	1	1	1	1	1	Boost Knockback (50%)
Fiend Horn	2	0	0	0	0	0	0	0	0.0	18	18	18	18	28	4	4	4	4	4	Absorb HP (1%)

Elegant Hat	1	0	0	0	0	0	0	0	0.0	4	4	4	4	4	1	3	1	1	1	
Quartz Glasses	0	0	0	0	0	0	0	0	0.0	10	10	10	10	10	1	1	1	1	1	Boost Critical (10%)
Cat Ears	2	0	0	0	0	0	0	0	0.0	6	6	6	6	6	1	1	1	1	1	Anti-Beast (10%)
Witch Hat	1	0	0	0	0	0	0	0	0.0	20	20	20	20	20	4	4	4	4	4	
White Beret	1	0	0	1	0	0	0	0	0.0	9	9	40	9	9	1	1	1	1	1	
Angel Tiara	4	0	0	0	0	0	0	0	0.0	8	8	8	8	25	3	3	3	1	1	Anti-Darkness (+30%)
Twin Ribbons	1	0	0	0	0	0	0	0	0.0	25	25	25	25	25	8	1	1	1	1	
Graduation Hat	1	0	0	0	0	0	0	0	0.0	17	17	17	17	17	1	1	7	1	1	
Wind Charm	4	0	0	0	0	0	0	0	0.0	12	12	12	12	12	4	4	4	1	1	
Royal Crown	7	0	0	4	0	0	0	0	0.0	16	16	30	16	16	1	1	1	6	1	
Lunar Fox	1	0	0	1	0	0	0	0	0.0	13	13	13	13	13	1	1	1	1	1	Boost Knockback, Critical (+5%)
Mitra Tiara	2	0	0	1	0	0	0	0	0.0	30	30	30	30	30	3	3	4	4	1	
Evil Crown	5	0	0	0	0	0	0	0	0.0	18	18	18	24	18	1	1	1	1	6	
Geo-Circlet	7	0	0	2	0	0	0	0	0.0	16	16	16	18	24	1	1	1	1	1	Anti-Robot (+50%)
Coral Hairpin	2	0	0	0	0	0	0	0	0.5	20	20	20	20	25	6	6	6	6	1	
Mythril Tiara	3	0	0	4	0	0	0	0	0.0	15	40	15	15	15	1	1	1	4	4	
Blue Rose	8	0	0	0	0	0	0	0	0.0	25	25	25	25	25	3	3	3	8	1	
Black Wool Cap	2	0	0	1	0	0	0	0	0.7	9	9	9	9	40	1	1	1	1	4	MP Absorb (2%)



Characters

Game Basics

Walkthrough

Appendices

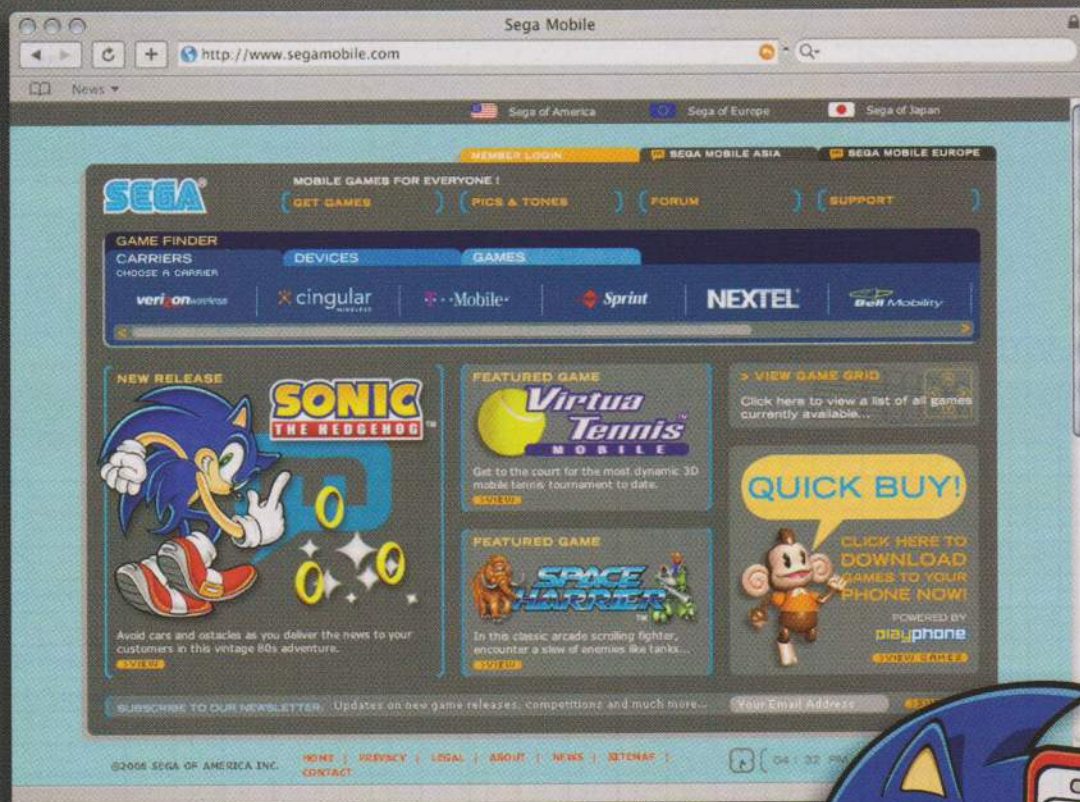
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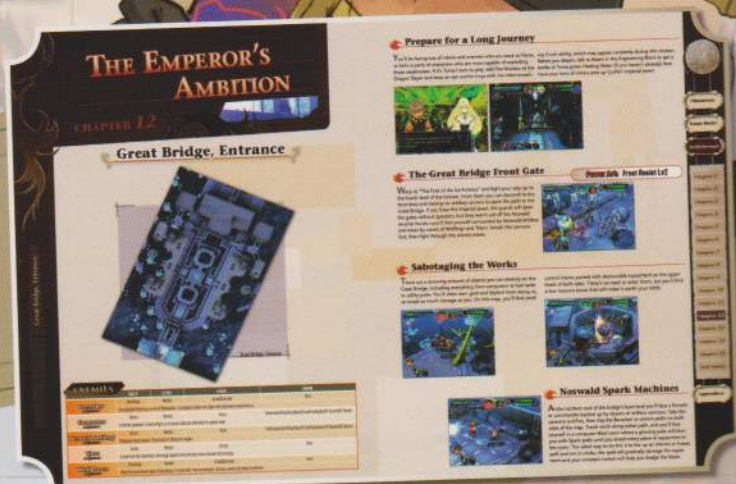
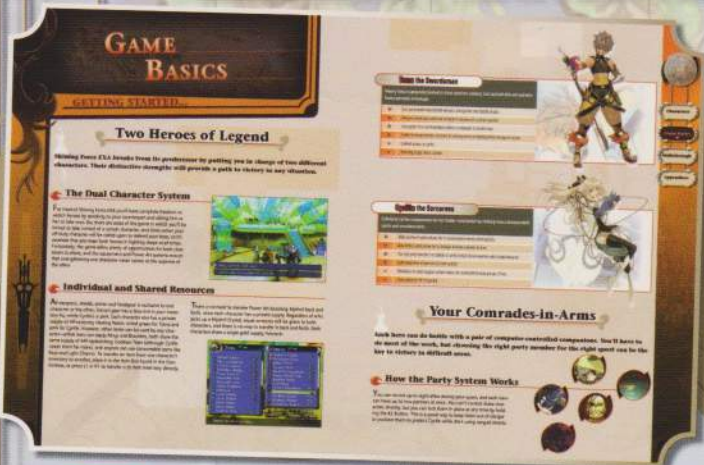
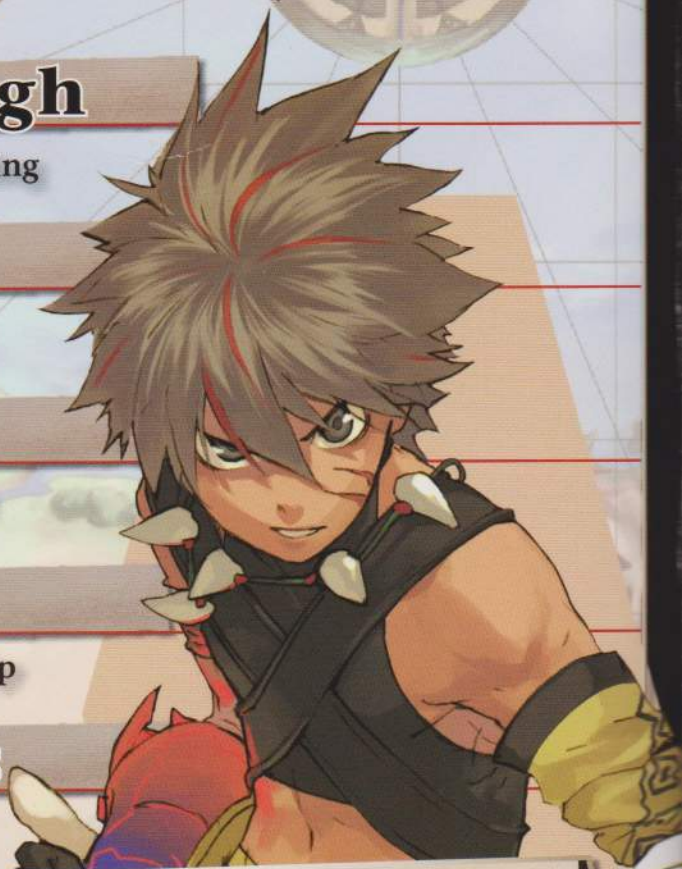
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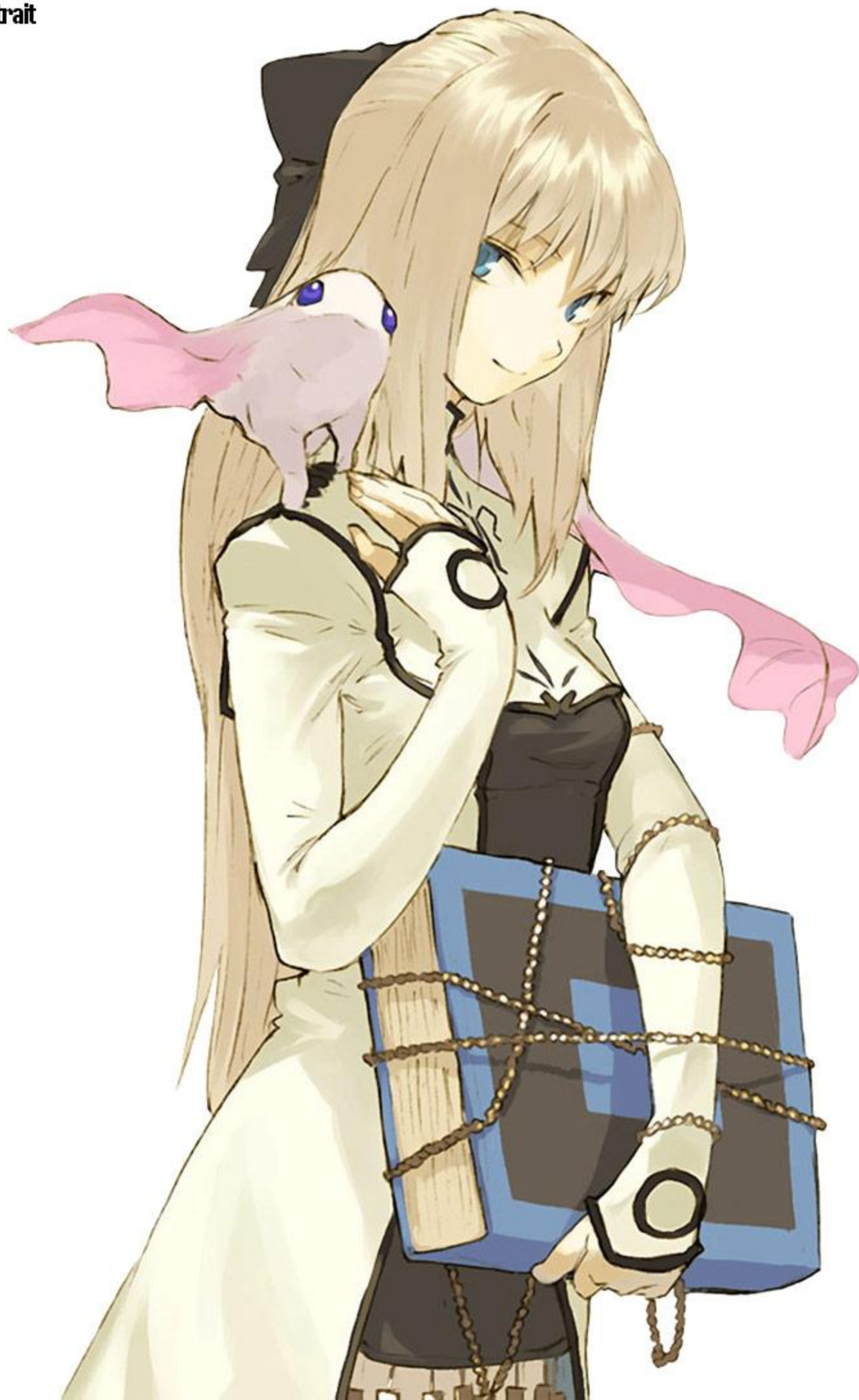
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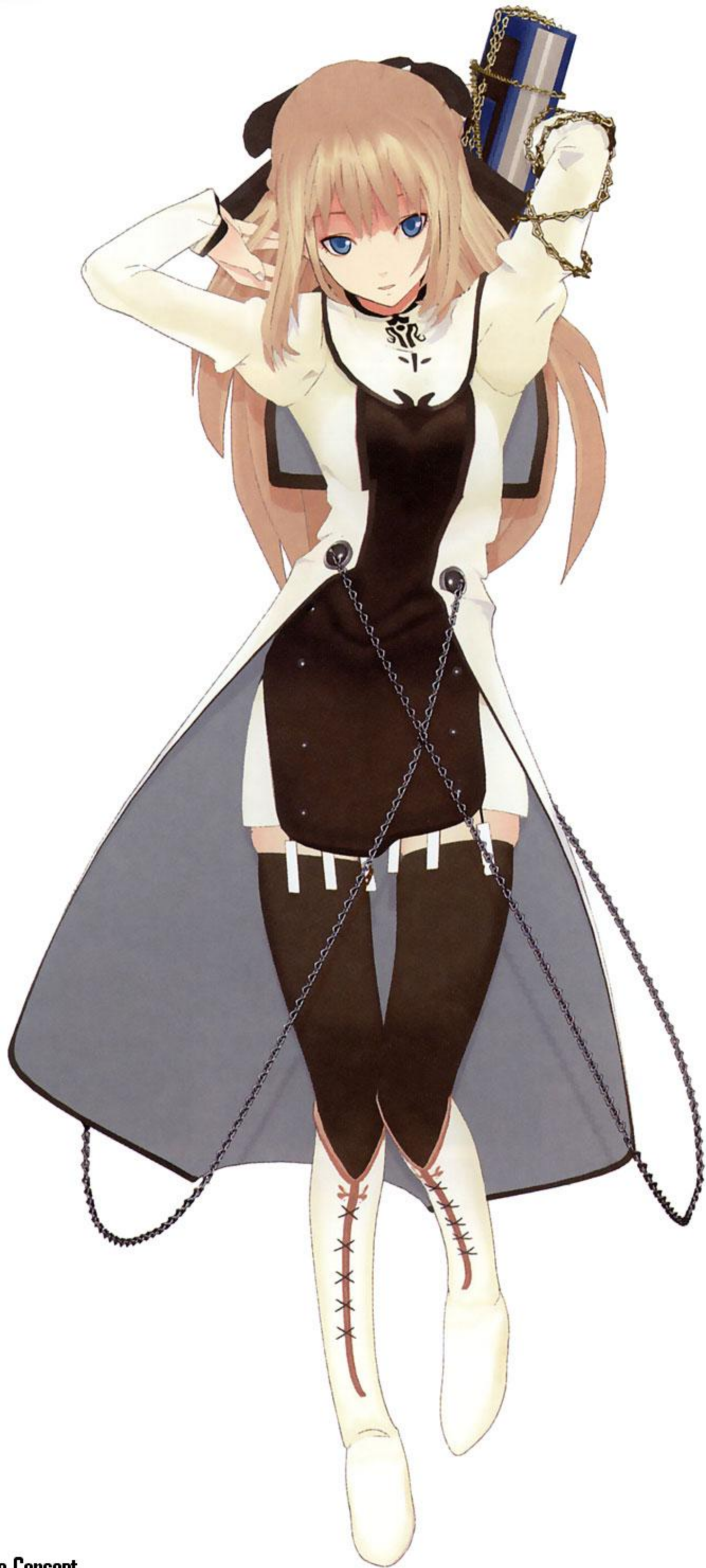












Maebelle

















Ragnadaam III



